REEL FISHING III

Instruction Manual

NATSUME®

Serious Fun™

GETTING STARTED

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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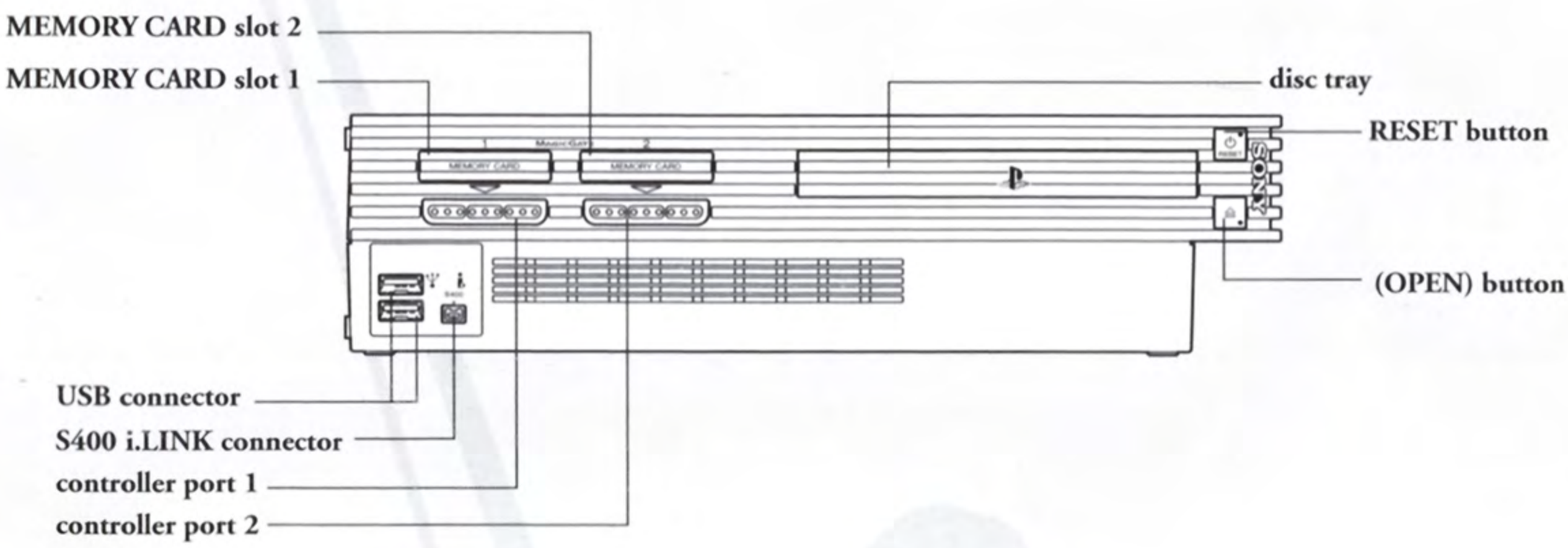
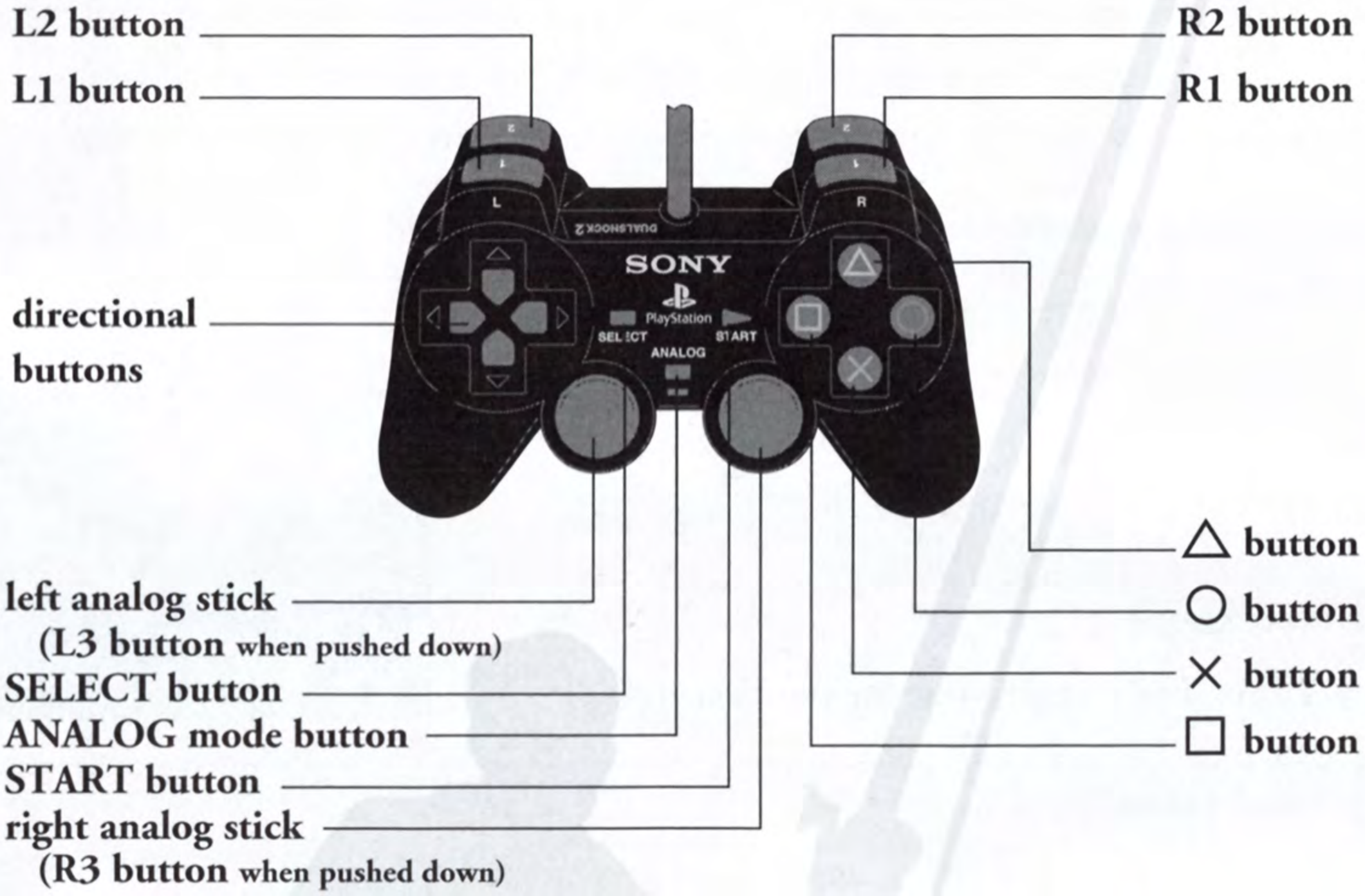
SYSTEM SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **REEL FISHING® III** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 Analog Controller Configuration



△ button	Activates Fishing Menu while fishing, Feeds fish (Aqua Room).
○ button	Retrieves line while fishing, exits menus.
× button	Casts, reels, sets hook, selects menu items.
□ button	Not used.
L1/L2 buttons	Scrolls menus, rows boat or sidesteps.
R1/R2 buttons	Scrolls menus, rows boat or sidesteps.
L3 button	Not used.
R3 button	Not used.
Direction button	Scrolls through menus.
Left stick	Raises/lowers rod, rotates view, scrolls menus.
Right stick	Rows boat or sidesteps.
START button	Begins game and pauses it.
SELECT button	Pulls up information in certain menus.

GAME STARTUP

Game Intro Sequence

What are you doing looking at the scenery? If you're the inquisitive type, here's a tip—use the game demo sequences as sneak previews of new stages. Note the underwater structure and find the fish holding areas!

Main Menu

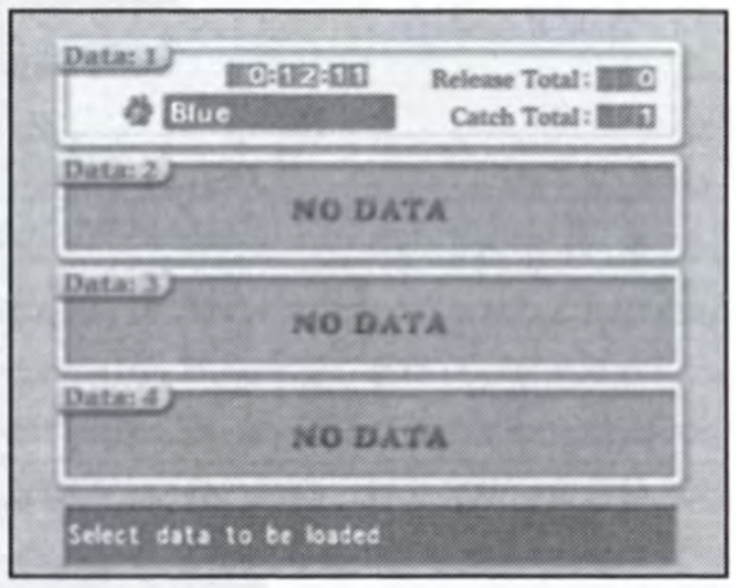
Starting Reel Fishing III is easier than slipping into a pair of waterproof/breathable waders and quicker, too. You have three choices:

1 New Game

Select this if you're playing for the first time.

2 Load Game

The Load Game option allows you to load previously saved Reel Fishing III game files from a PlayStation 2 8MB Memory Card. New games have four memory slots available for saving your progress. You can use the slots for saving the data for up to four anglers or you can save your individual game by seasons—one file each for spring, summer, fall and winter. 369 KB is required to save a game.



3 Options

Make the following game modifications on the Options screen:

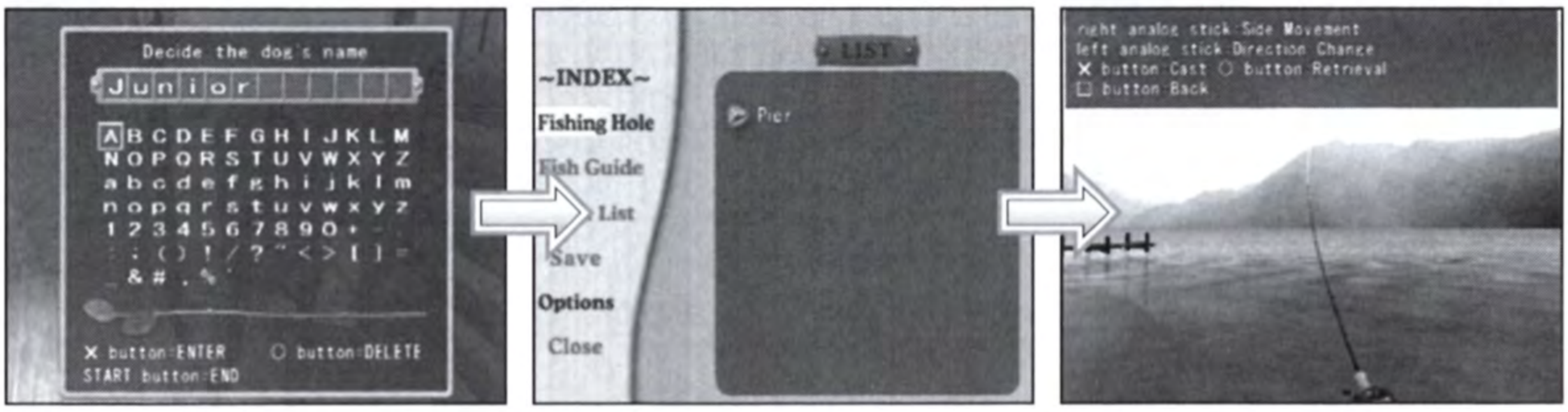
Vibration: **ON/OFF**
Sound: **Mono/Stereo/Surround**
BMG: **Adjust Music Volume**
Nature Sound: **Adjust Wilderness Volume**
Sound Effects: **Adjust fish, tackle and reel Volume**
Exit: **Return to the previous menu**

STARTING A NEW GAME

How to Start a New Game

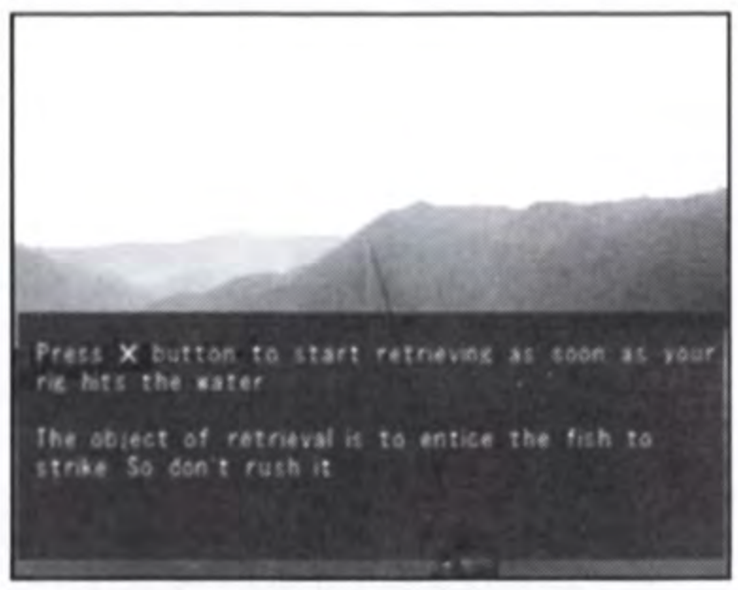
Your childhood pal had to move to the city. He sent you a letter asking if you would look after his fishing lodge while he's away. Sure, you have not seen him in ten years, but who would ever turn down the offer to live for free in a fishing lodge away from the choking drudgery of urban sprawl? You have everything you need—food, shelter and even a four-legged companion. Your friend practically wrote a book of notes on how to take care of everything. Not that you're interested in vacation reading. All you want is to spend every moment possible recalling everything you learned long ago about fishing.

NOTE ***What's up with fishing holes? To find out, press SELECT while flipping through the Fishing Notebook pages. You'll learn facts you need to know before you go.***



Tutorial: Casting and Hook Setting

Once you're unpacked, stroll down to the pier and learn how to cast and set the hook using a lure rod. This quiet corner of the lake is stocked with plenty of Bluegill and Bass so you won't have to wait long for a strike. The tutorial shows you which buttons to press.



FISHING

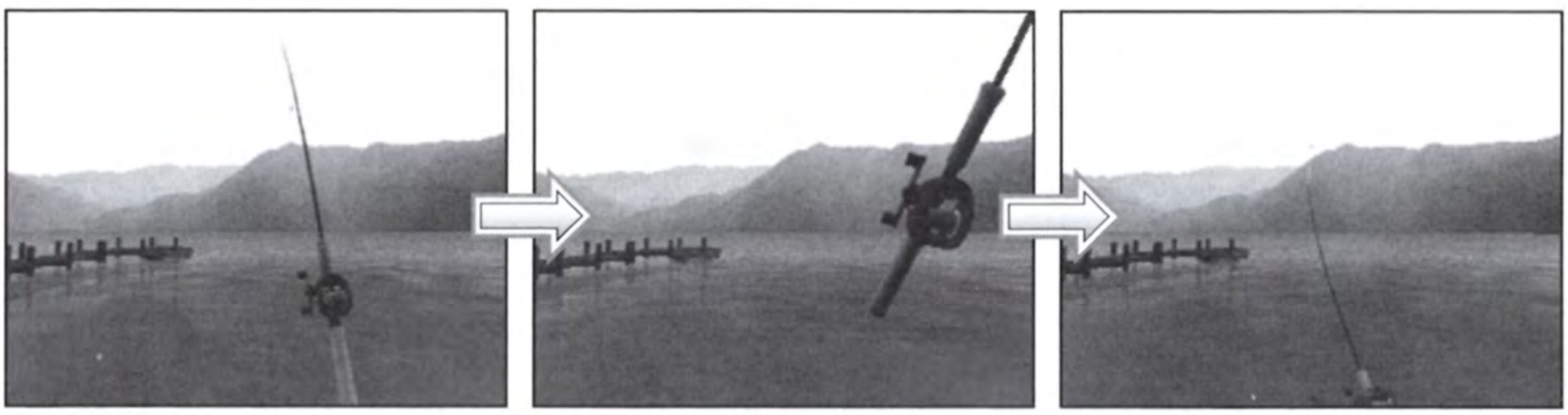
NOTE

Arriving at a fishing hole with the wrong rod, tackle or no bait is a drag. When this happens, press the Triangle button to select Tackle on your Fishing Menu.

Casting

No matter which rod you select, casting is as easy as pressing and holding the X button. The longer you hold, the farther your lure or fly will soar across the waves. Just remember to aim. Your cast automatically cancels whenever you hit a dock, a rock or a stream bank.

X button	**Press and hold to cast line. Duration determines range.**
O button	**Quickly retrieve line (use to avoid unwanted fish).**

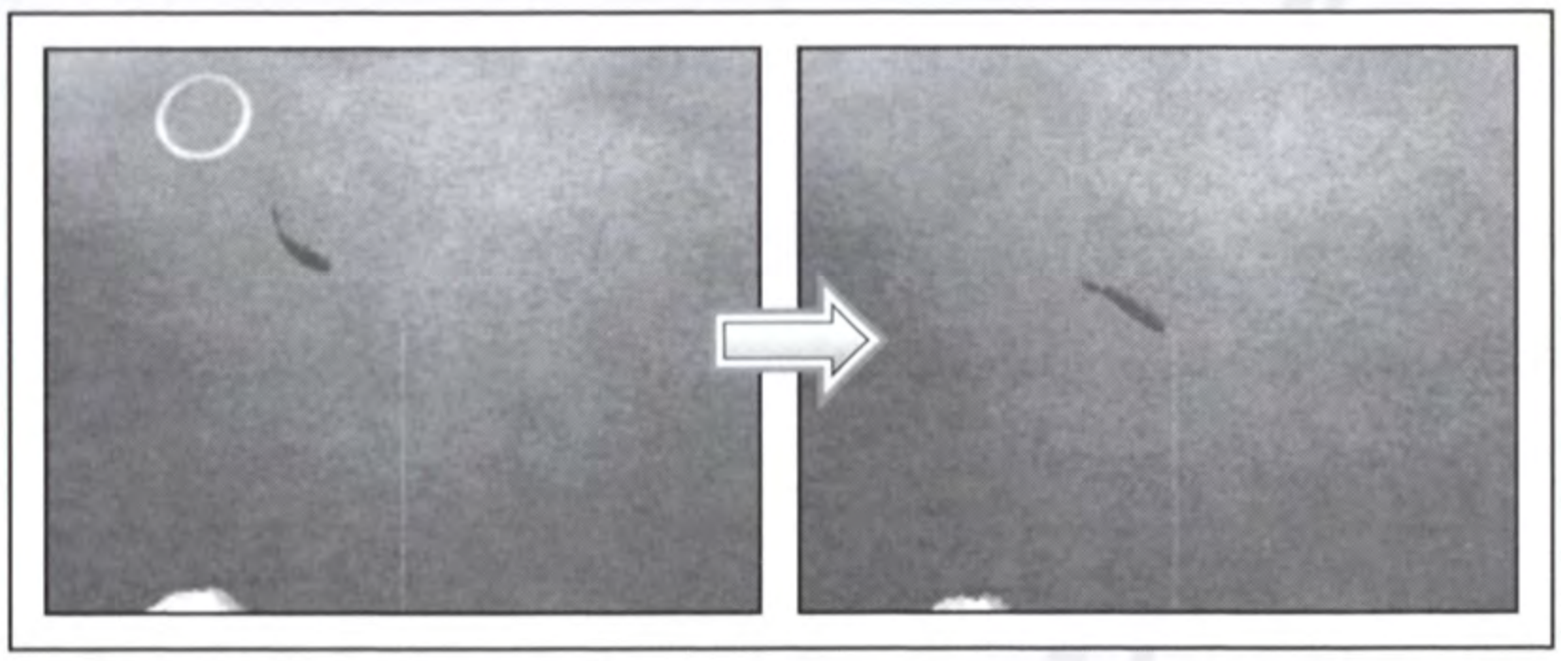


Twitching and Trolling

After you cast you'll need to twitch your rod or troll with your reel to transform an artificial lure or fly into something that looks like live fish food. Press the X button to reel and move the Left stick to twitch. The Tackle Room has tips on how to use your lures.

X button	**Press and hold to reel in line.**
Left Stick	**Left or Right to change lure direction.**

How to Set the Hook

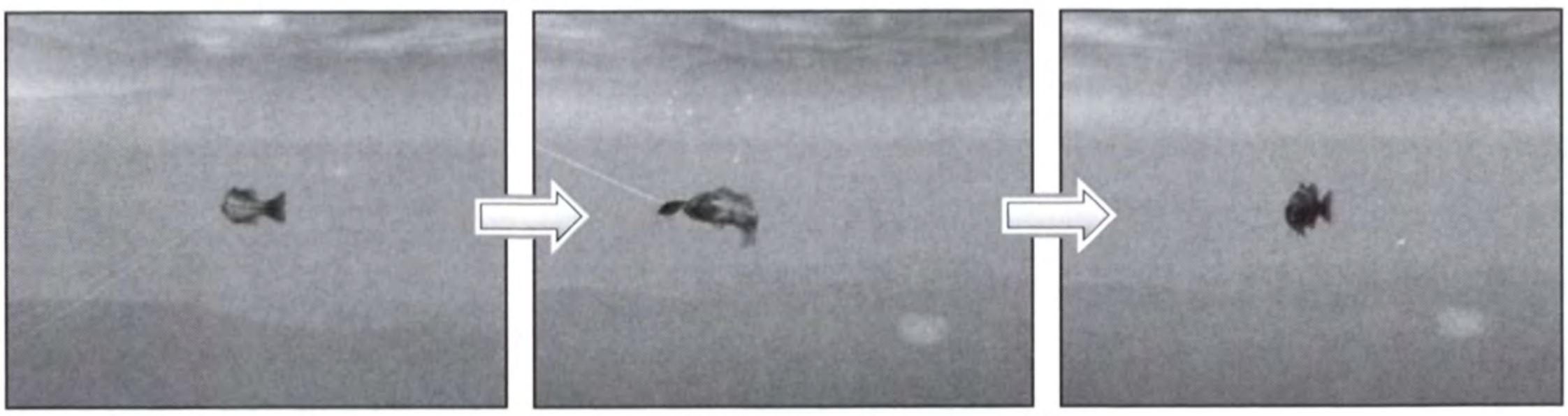


Setting the hook is a beginner's biggest challenge. Different fish strike bait and lures in different ways, so the timing varies. Wait for your DUALSHOCK®2 controller to vibrate, then press the X button or push the Left stick Down to set the hook. Do it right and you'll hear a ring.

× button	**Set hook.**
Left stick	**Lower rod to apply hook pressure.**

How to Play the Fish

How well you set the hook determines how long you can play the fish. A poorly set hook may slide out after a few moments. Press the X button to reel in the fish. If the fish turns to run, push Up on the Left stick to apply pressure. Begin reeling again as the fish slows.



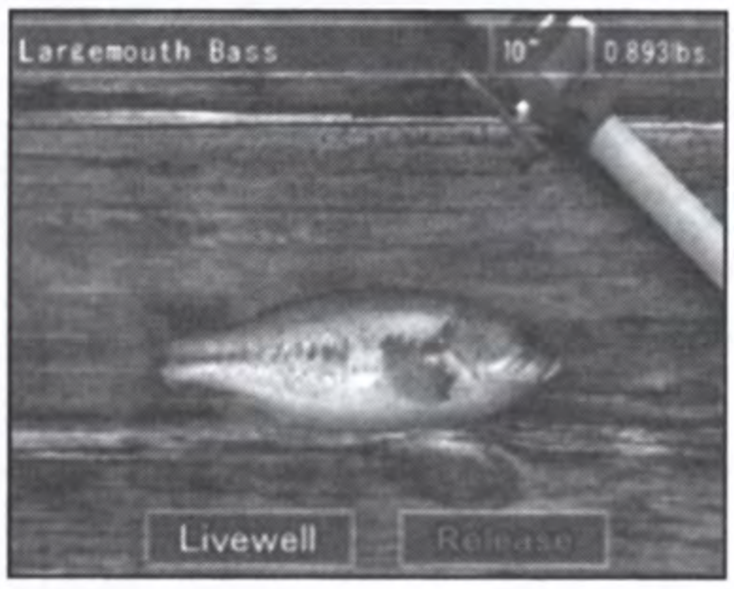
NOTE

Patience is the biggest virtue when it comes to landing a lunker. Don't rush a fight. A poorly set hook often slips from fish lips while under excess stress.

× button	**Press and hold to reel in your line.**
Left stick	**Up or Down to change tension. Left or Right to change direction.**

Catch or Release?

Once you catch a fish you'll need to decide what to do with it. You can release it back into the water or you can place it in your livewell and raise it in the Aqua Room tanks. Careful feeding can produce lumbering lunkers. You can later release these big fish and try to catch them again. Keep doing this and stock large fish at every location.

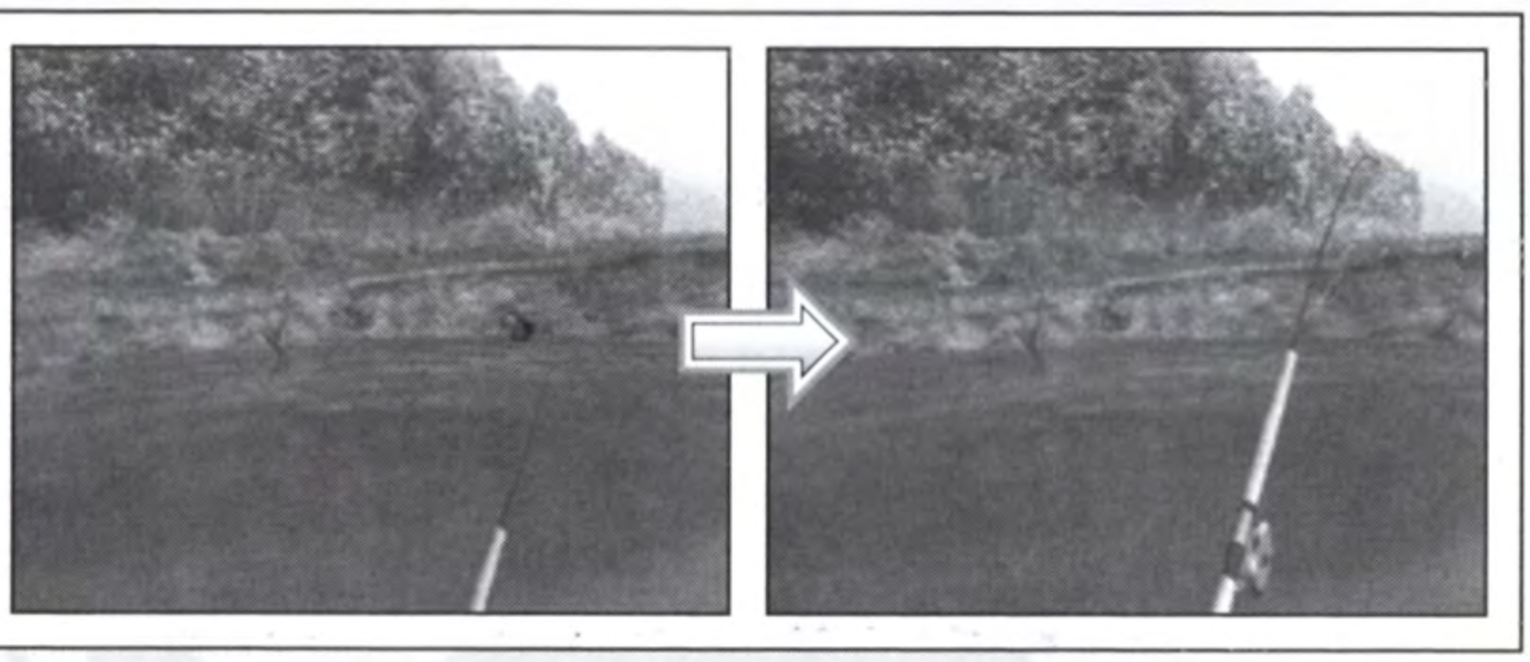


Your Livewell

Turn to page 21 for complete details on how to use your livewell.

Fly Fishing

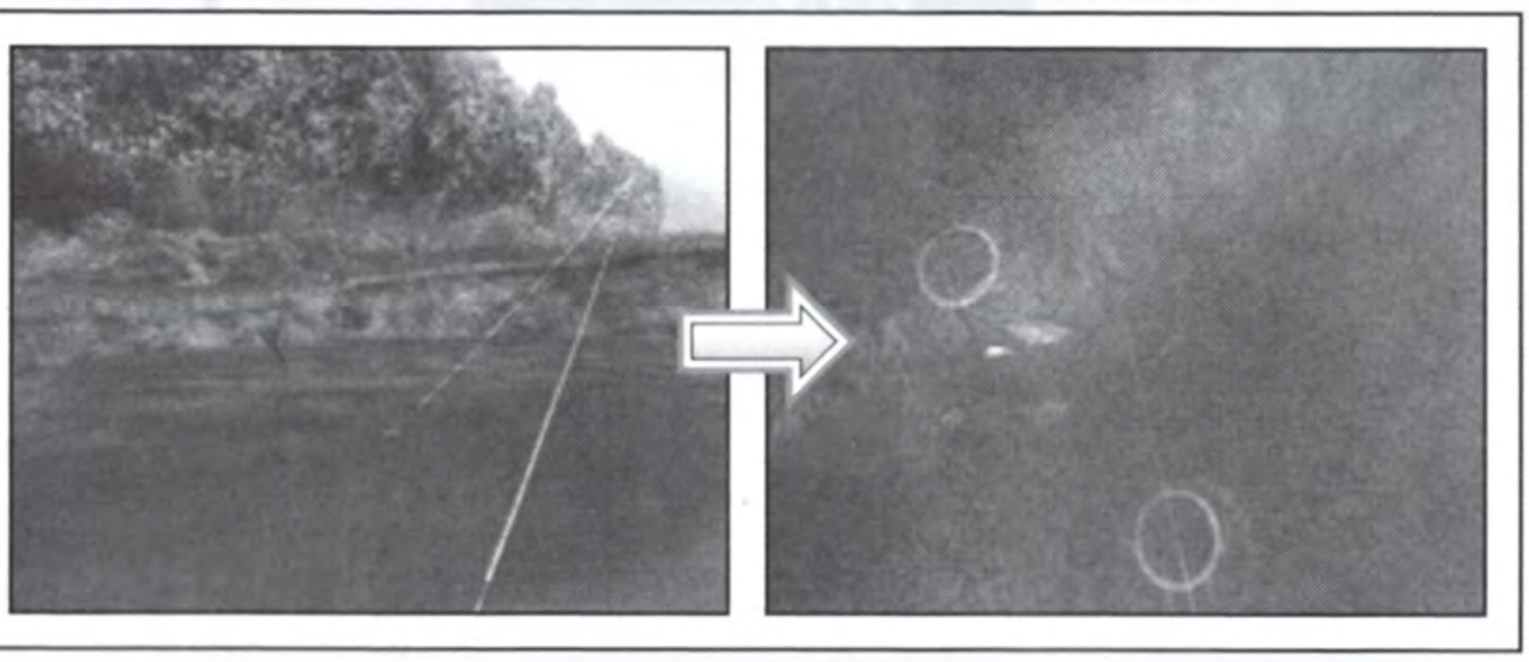
Most people envision surface-floating dry flies when they think of fly-fishing, but most fish caught on fly rods strike at nymphs and wet flies. Twitching the fly rod (Up on the Left stick) attracts fish.



X button	**Press and hold the X Button to begin false casting. The more false casts, the farther your tippet will travel after you let go.**

Lure and Bait Fishing

Artificial lures and natural baits use identical rods and poles, but lures require trolling or other action to convince the fish to bite.

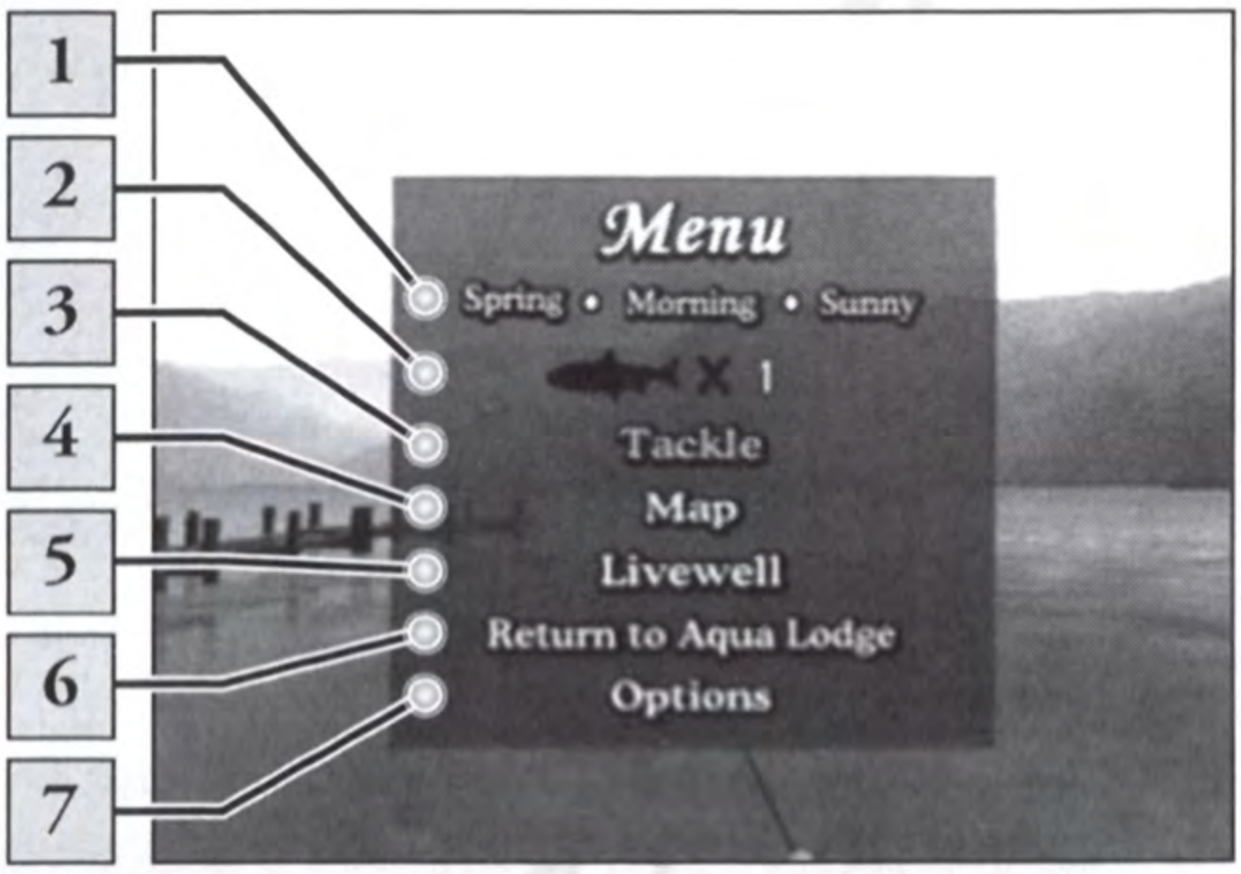


FISHING MENU

NOTE

Whenever you're out on a lake or stream, press the Triangle Button to access your Fishing Menu.

Fishing success depends on your ability to adapt to changing conditions. Whether you want to know your tally or you need to tweak options, the Fishing Menu is a one-stop resource for changing anything from tackle to fishing holes. Mastery makes all the difference.



1 Environmental Conditions

Even if you have the right tackle and the perfect bait, there are three factors that can affect your hook-up odds:

SEASONS ⇨ TIME OF DAY ⇨ WEATHER

Fish change their hunting locations or feeding patterns depending on the weather and time of the day. Check your notes and plan accordingly if you intend to catch a specific target species.

2 Fish Total

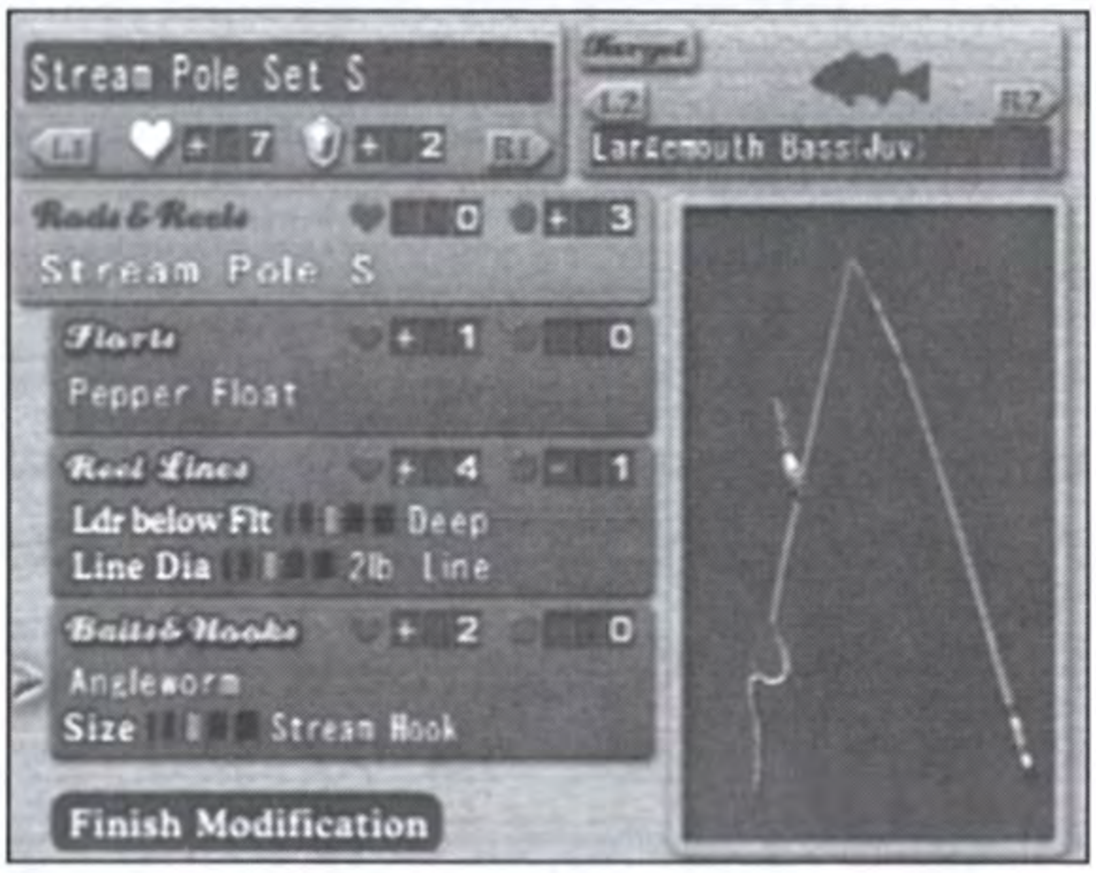
The number next to the fish icon is your catch total for the day.

NOTE

Need more lures for your tackle or fly box? Catch five or more fish while maintaining a good catch ratio and you'll find a lure or fly in the morning mail.

3 Tackle Menu

The Tackle option on your Fishing Menu accesses all of your rods, reels, floats, lines, lures, flies and bait—essentially everything and anything you had back in the Tackle Room. To successfully catch and land fish, you'll need to combine and configure tackle that's durable and appealing to your intended target.



Hearts

The number next to the heart represents tackle appeal. Fish often prefer lures that behave and sound like their favorite aquatic foods.

Shields

The number next to the shield indicates the tackle durability and its ability to hold fish. Burly lures often lack fish appeal.

Rod Sets

The box in the upper left corner tallies the total score in appeal and durability for your combined rod, reel, line, float, lure, bait and whatever else is equipped. The higher the appeal, the more likely you'll hook your target fish.

Target Fish

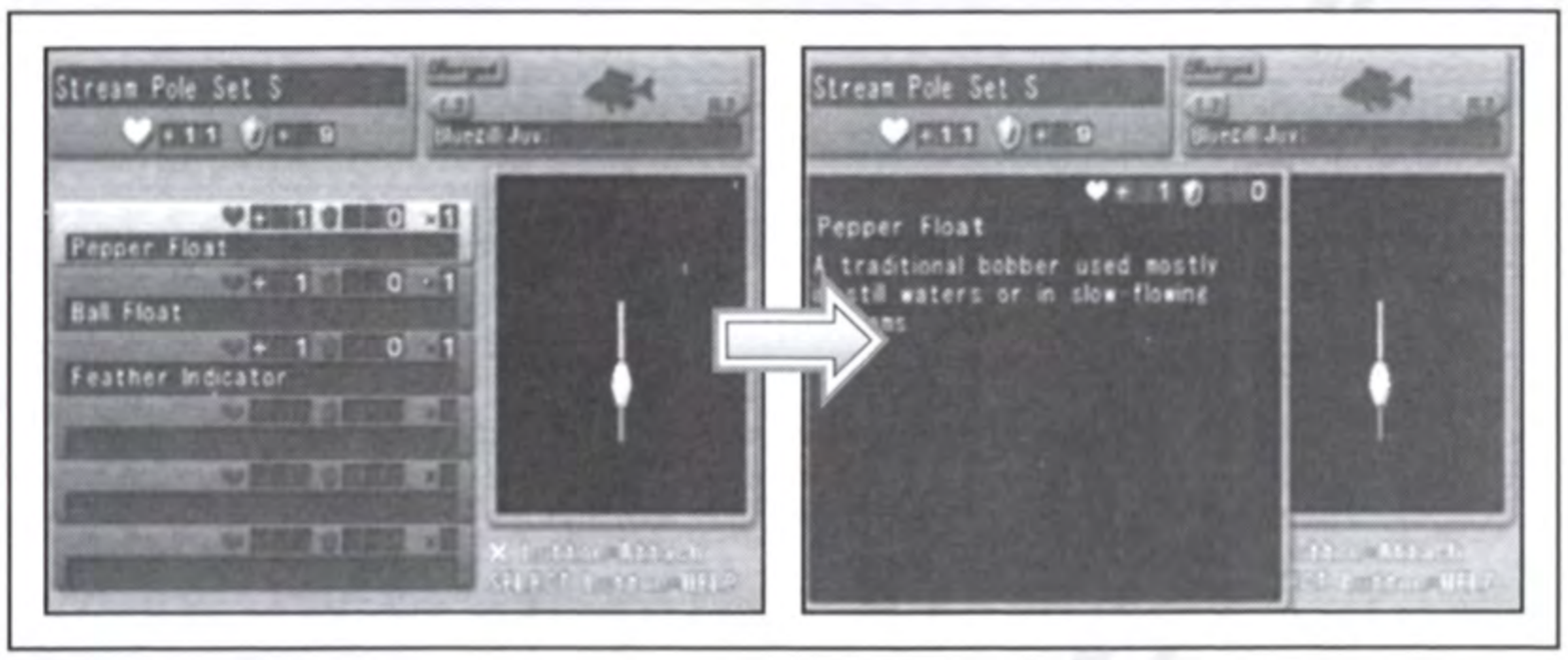
Pressing the L2/R2 buttons scrolls through your target fish selection. This allows you to match the best rod, reel and lure selection to your target fish. You can probably catch fish using other tackle, but it won't be as easy.

Rods & Reels

Pressing the L1/R1 buttons scrolls through your assortment of rods and reels. Pay attention to the heart and shield scores. Light tackle usually appeals more to fish, but the low durability allows them to easily break off and escape.

Floats

Floats help suspend bait in the water and keep it from sinking to the bottom. Floats can also drift in stream currents, carrying bait farther and faster than some lures.

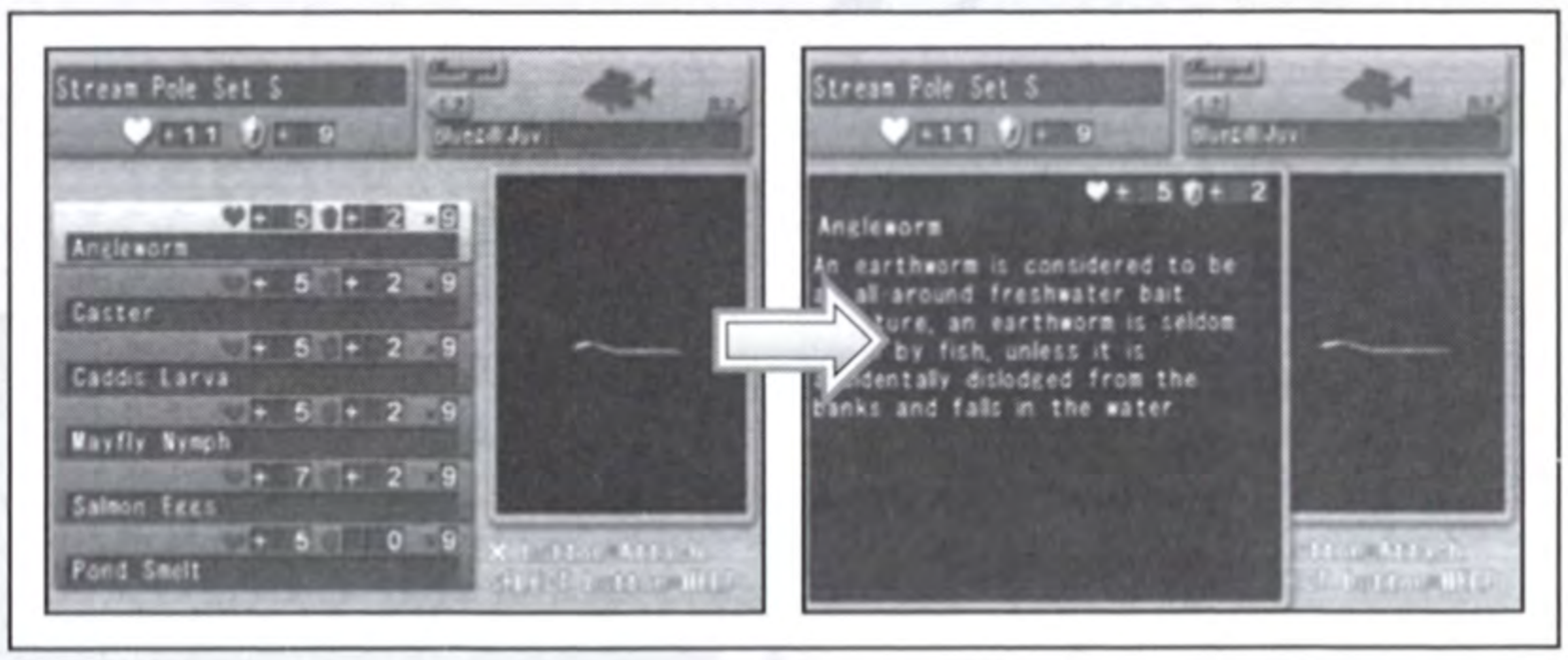


Reel Lines

Enlarging the diameter of your fishing line is the easiest way to increase tackle durability, but the large line will scare small or skittish fish. The best approach is to equip the smallest line that won't break in a prolonged fight.

Baits & Hooks

Use this option to choose bait and pair it with an appropriate hook size. Select bait that appeals to your target fish first, then adjust the hook size to fit the fish.



Fly Tippet

This fragile strand connects your fly line leader to your fly. A thin tippet makes the fly line nearly invisible, but increases the odds of breaking off by a fish.

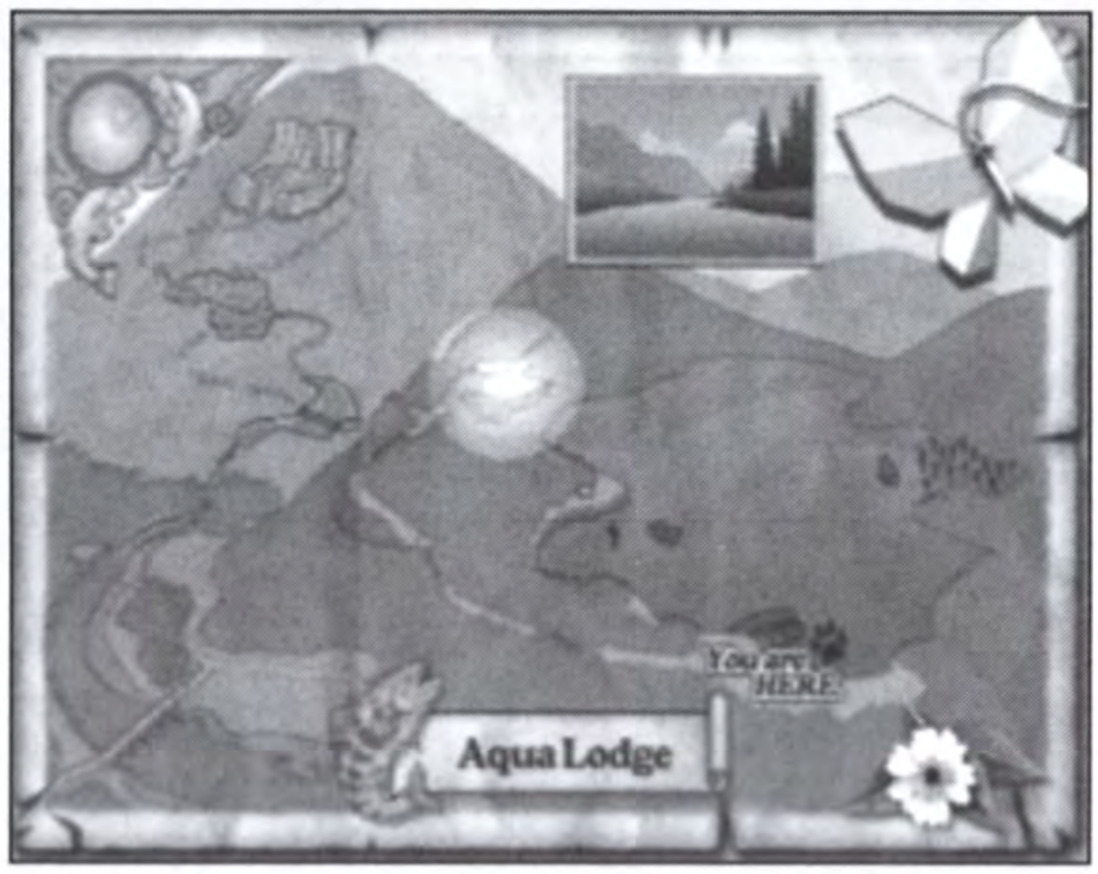
Flies

The flies in your box come in four forms: Dry, nymph, wet and streamer. Dry flies rest on the surface and everything else remains suspended or sinking below.

Finish Modification

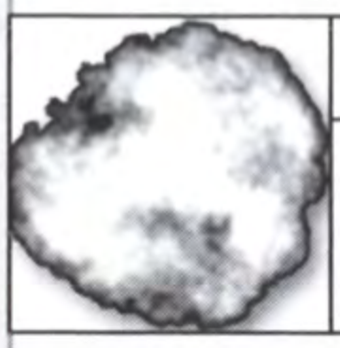
Ready to try out your tackle changes? Highlight this message at the bottom of the menu and press the X button. Now you're set to cast your newly configured rig.

4 Map



This tinted brown map is more than a scenic overview—it's a stage select menu that gives you access to all available fishing locations throughout the day. Until you finish the challenge at the pier, the only other destination you'll be able to choose is the Aqua Lodge. As you play you'll open other spots. Then you can fish one location in the morning, another at noon and a final spot prior to sundown. The condition icons in the upper left corner change as you highlight different places. Use this map to move around and increase your daily catch totals.

Map Icons for Fishing Conditions

	Cloudy **Cloudy or changing weather conditions often encourage feeding and aggressive behavior. Fishing can be consistently good throughout the day.**
	**Fog** **Fish feed close to the surface in foggy conditions because they're safe from flying predators. Sight casting is difficult in these conditions.**
	Alpine **The short summers in the mountains keep alpine fish from growing large, but these aggressive fish often pound anything that resembles food.**
	Sun **Open areas are often subject to warm temperatures in direct sunlight. Large predatory fish are active in the morning or late afternoon.**

General Seasonal Behavior

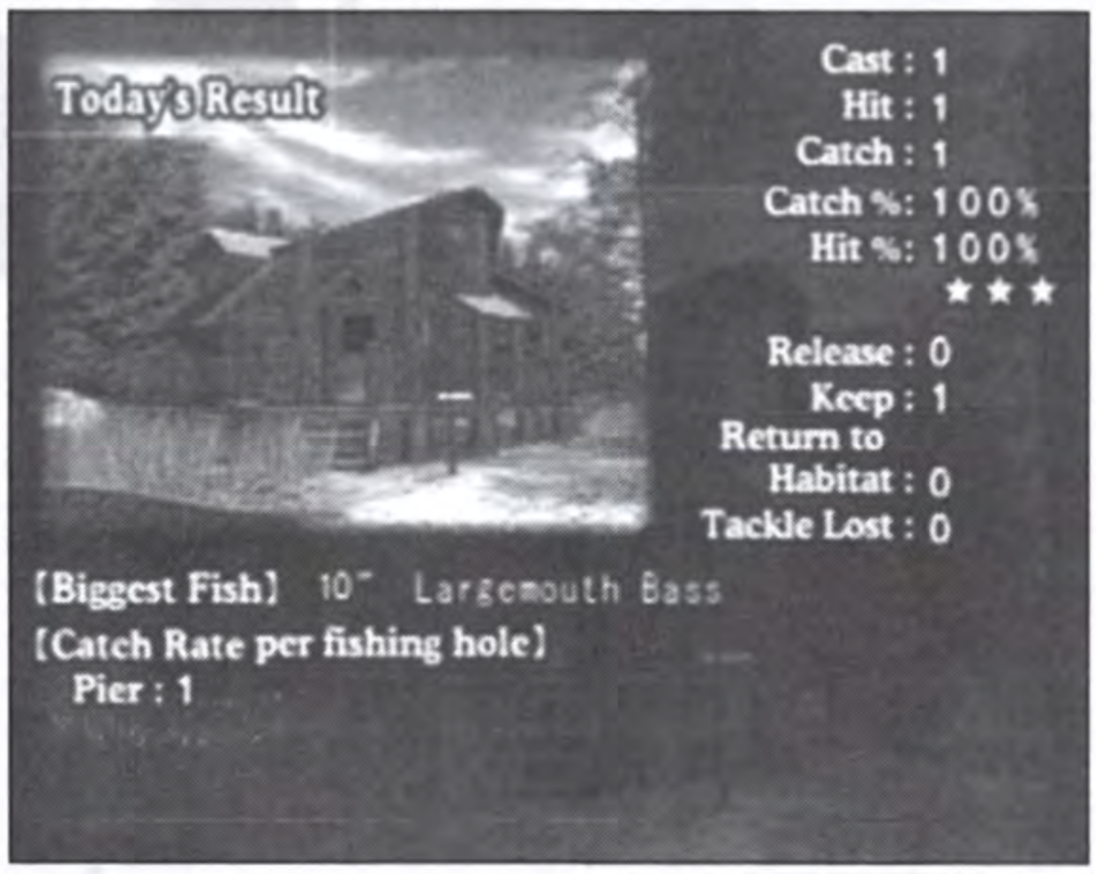
SPRING	*Mountain snow is melting and the rivers are high, but lake fishing is good if you can cast into the places where fish like to hide and hunt. Most fish are slow and selective about food, so choose lures that score high in appeal.*
SUMMER	*The sun is high and the water is warm. Elevated temperatures increase insect and fish activity. Predatory fish like Bass, Bluegills and Trout prowl underwater structures in lakes and rivers. Match a hatch and you're unstoppable!*
FALL	*You can almost smell the approaching snow. Fish know winter is on the way and that's why they're snapping up the last lingering insects. They can't afford to be picky and you can't afford to miss the best fishing of the year.*
WINTER	*Fish are cold-blooded creatures. That means that they're sluggish in the winter. Successful winter fishing depends on accurate casts and plenty of patience. The fish won't swim to you—you must dangle bait in front of their nose.*

5 Livewell

See page 21 for details about your livewell.

6 Return to Aqua Lodge

If you decide to return to the Aqua Lodge you'll see all of your fishing statistics for the day:



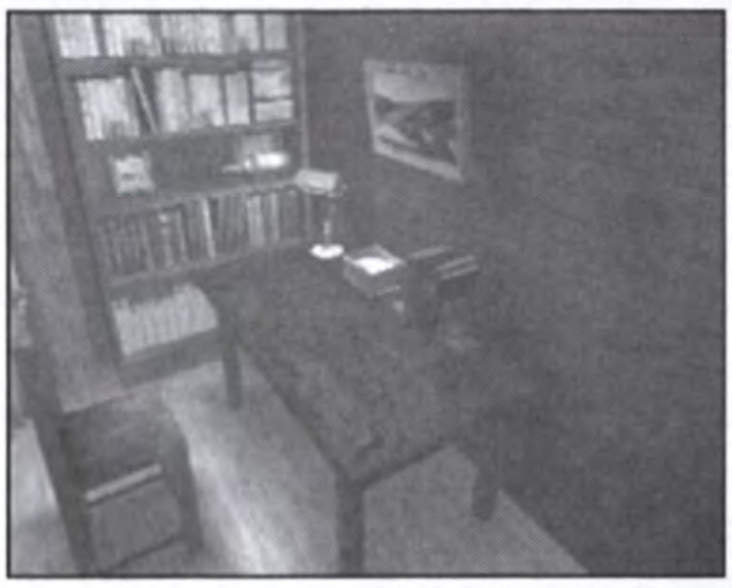
Cast: **Number of casts with every rod.**
Hit: **Number of fish strikes.**
Catch: **Catch total for the day.**
Catch %: **Ratio of catches to strikes.**
Hit %: **Ratio of strikes to casts.**
Release: **Total fish released.**
Keep: **Total fish placed in livewell.**
Habitat: **Livewell fish later released.**
Tackle Lost: **Number of lures/flies lost.**
Biggest Fish: **Stats of largest fish caught.**
Catch Rate per fishing hole: **Total fish caught at each fishing location.**

7 Options

Turn to page 4 for complete details on how to use Option menu features.

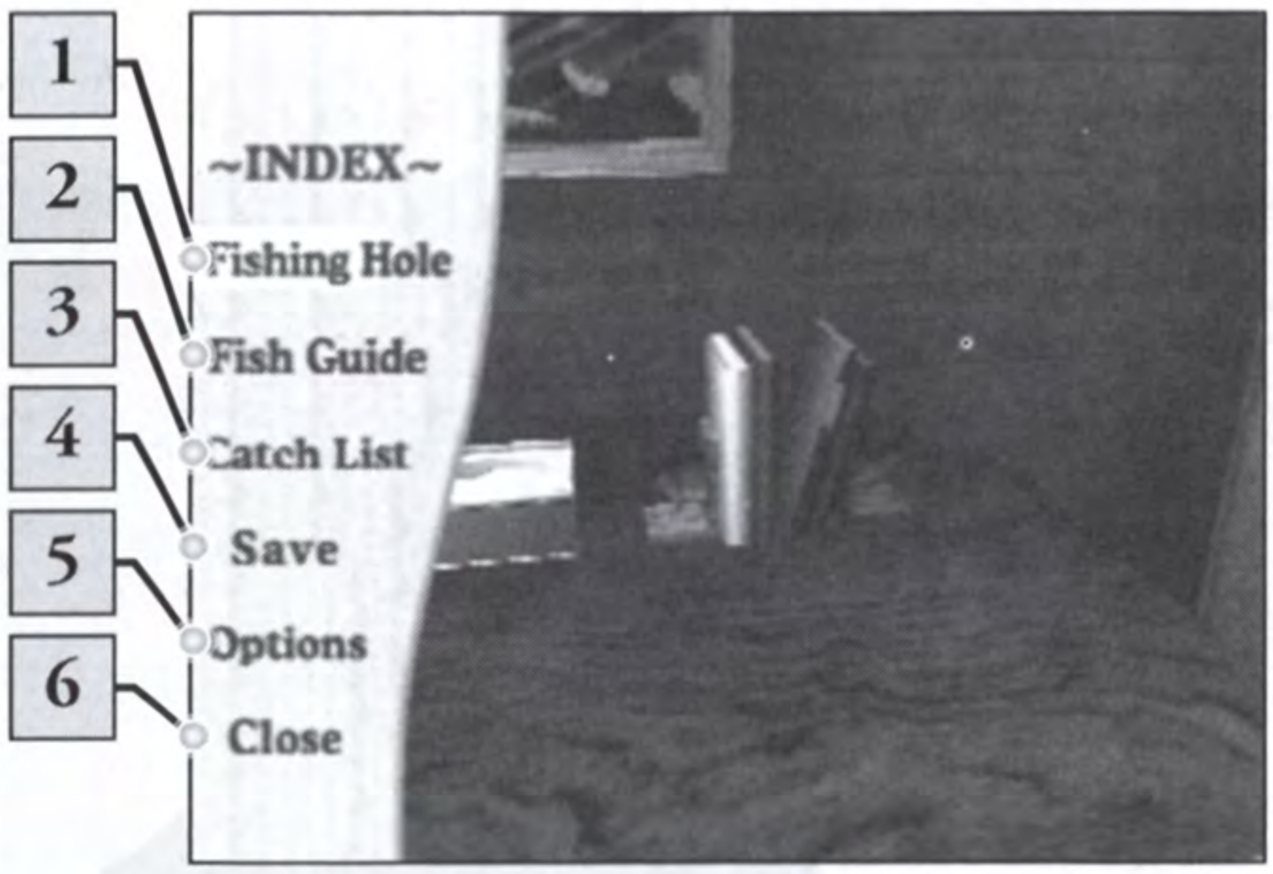
DESK

Where do you need to go when you're not fishing? Your desk. This hunk of polished hardwood serves as the Aqua Lodge central nerve center. It's the place to read mail, visit with the dog, review your catch records and—most importantly of all—plan your next successful fishing trip.



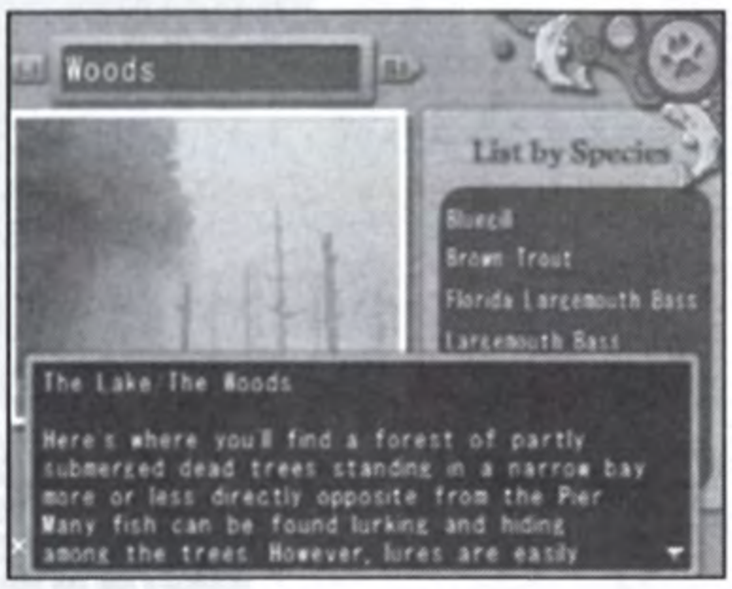
Fishing Notebook

Your Fishing Notebook should be the most-used item in the lodge. It's an all-in-one resource that serves as a journal, encyclopedia and ledger. It's your gateway to far-flung fishing holes and the first place you should go to begin a great day.

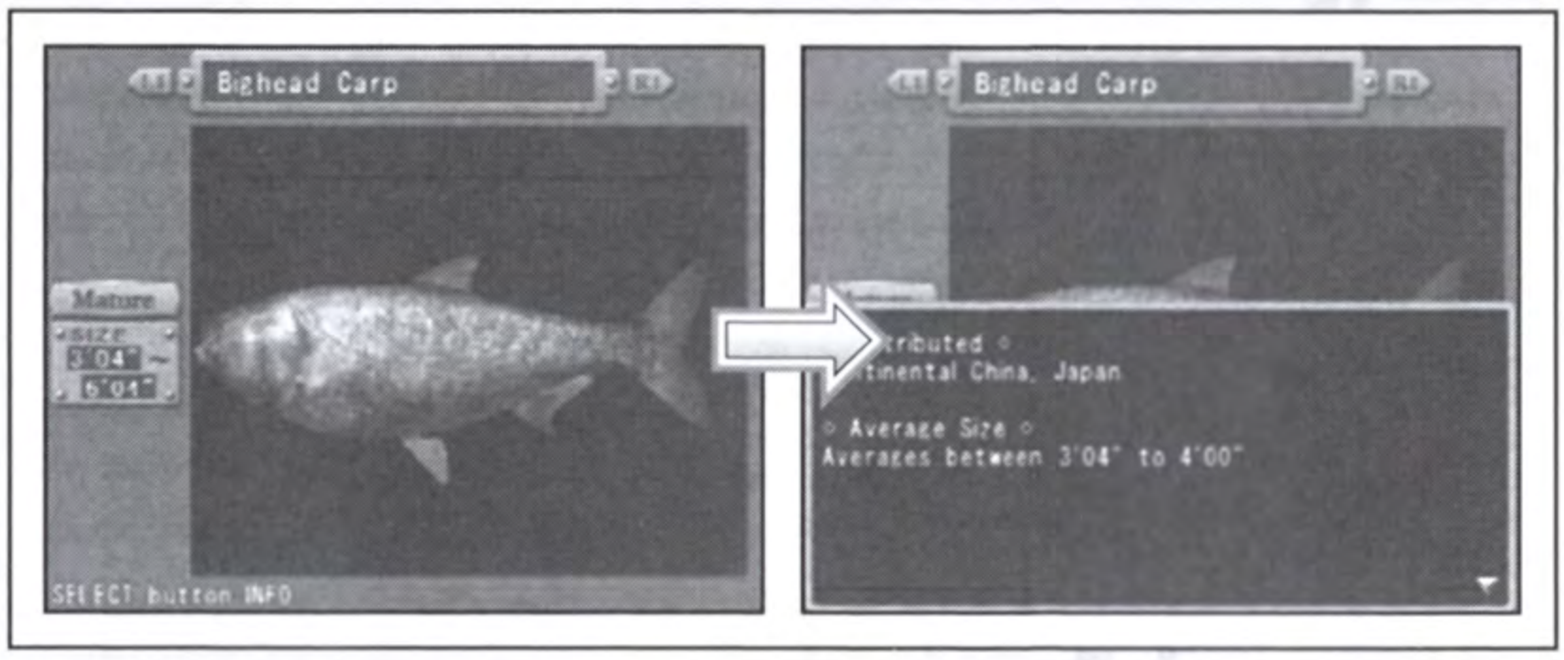


1 Fishing Hole

Select the Fishing Hole option in your Fishing Notebook to access the available fishing locations. At first you'll only be able to fish along the lakeshore by the pier, but as you complete more challenges you'll have other spots to go. Press the L1 and R1 buttons to scroll through the photos and the list of fish lurking in each location. You'll find a small icon in the upper right corner of the screen that indicates weather conditions. Pressing SELECT pulls up a small menu featuring overview information about the selected area. When you're ready to go, press the X button to row or ramble to the location depicted in your notebook.



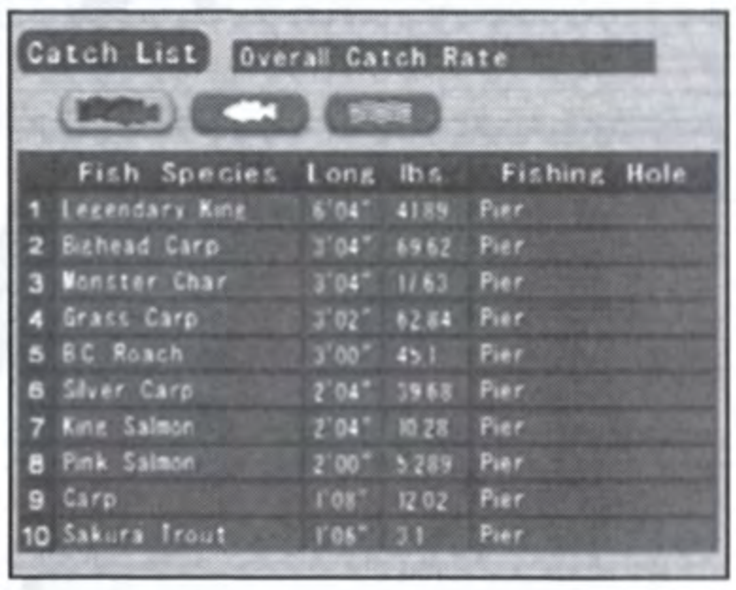
2 Fish Guide



The Fish Guide section of your Fishing Notebook is an encyclopedic reference featuring all fish caught in the game. These entries grow as you open new fishing areas and hook up with new species. It features color photos of each type and size. Press SELECT on the photo page to review species distribution and size range.

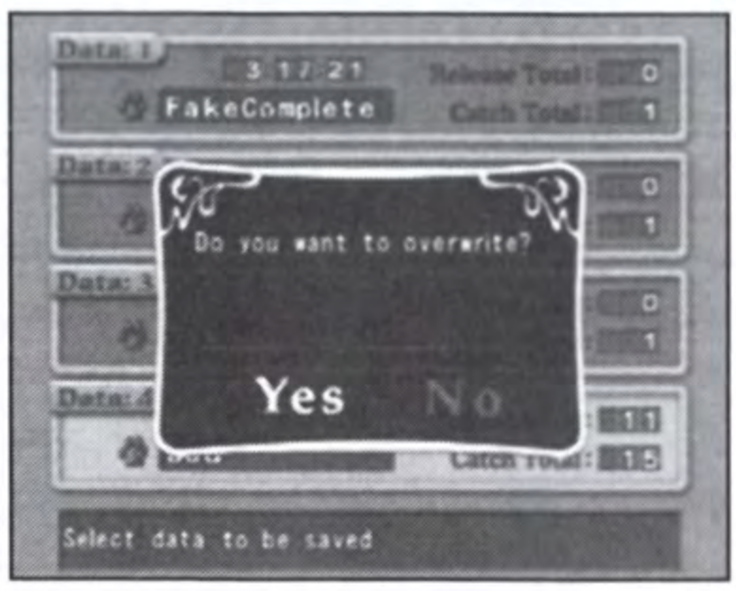
3 Catch List

Your Catch List is a ledger of the biggest fish caught by both weight and length. Unlike ordinary paper spreadsheets, you can organize the Catch List by species, weight, length and fishing location. It displays your top ten catches for every category from largest to smallest.



4 Save

Losing data hurts almost as much as breaking off a fish. That's why you should use your Fishing Notebook to save often. Unsaved data is lost the moment you turn off your game or load a new file. Begin a habit of saving your game at the start of each morning, especially after accomplishing a difficult task like catching a target fish or landing a rare lunker.



5 Options

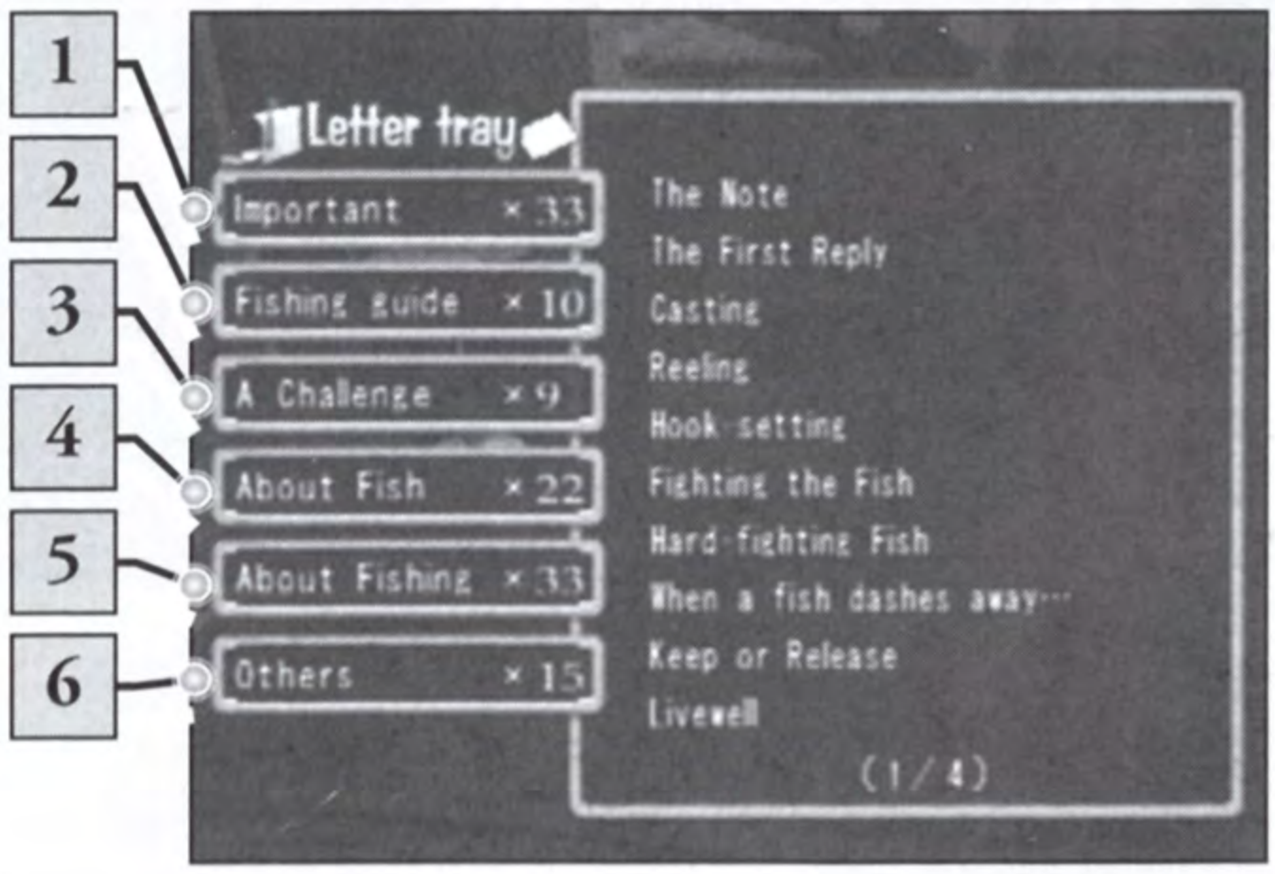
Turn to page 4 for complete details on how to use Option menu features.

6 Close

Closes your fishing notebook, giving you access to other items on your desk.

Letter Tray

The letter tray holds all mail you receive from your friend during your stay at the lodge. Your pal is a prolific correspondent, so your mail is organized into categories. Read on to learn how to locate important information in your mail:



1 Important

Letters sorted under "Important" contain critical tips for fishing and using the lodge.

2 Fishing Guide

The letters sorted into the fishing guide section describe all of the fishing hole locations and outline specific tasks you need to complete to open new areas.

3 A Challenge

After you access all fishing holes look here to review challenges from your friend.

4 About Fish

Need a strategy to catch a specific fish? Flip through these notes. You'll find brief factoids on behavior, habitat and even various lure retrieval styles.

5 About Fishing

These letters often discuss fishing terms and definitions rather than individual fishing strategies. To learn more about tackle, check out the Tackle Room.

6 Others

Are you into philosophical questions or reflective thoughts? This stuff is inspiring.

To the Living Room

Look to the right and press the X button to enter the Living Room. Press the X button a second time to arrive sooner instead of later.

LIVING ROOM

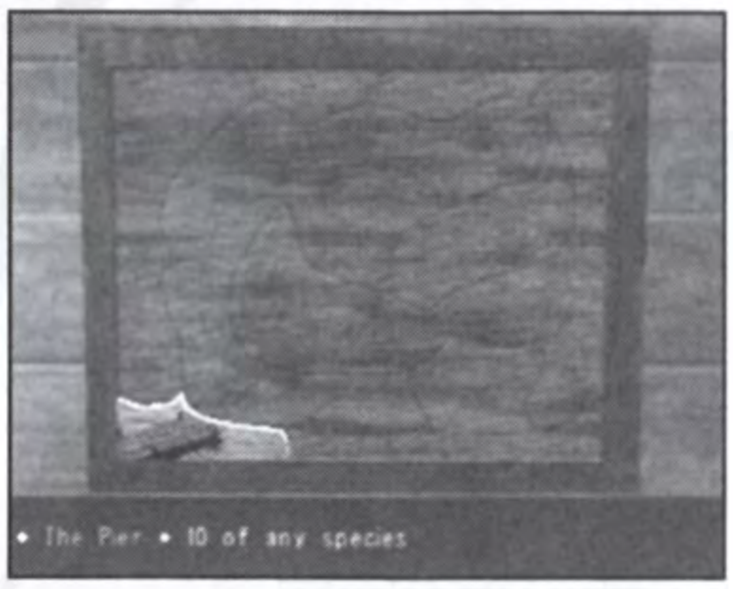
If you're in the Living Room, you're merely passing through. This room connects to all rooms in the lodge. Press X twice if you're in a hurry.

TACKLE ROOM

Looking for new tips? Peruse the flies, lures and more in the Tackle Room. Highlight an item and press the X button to learn how it works.

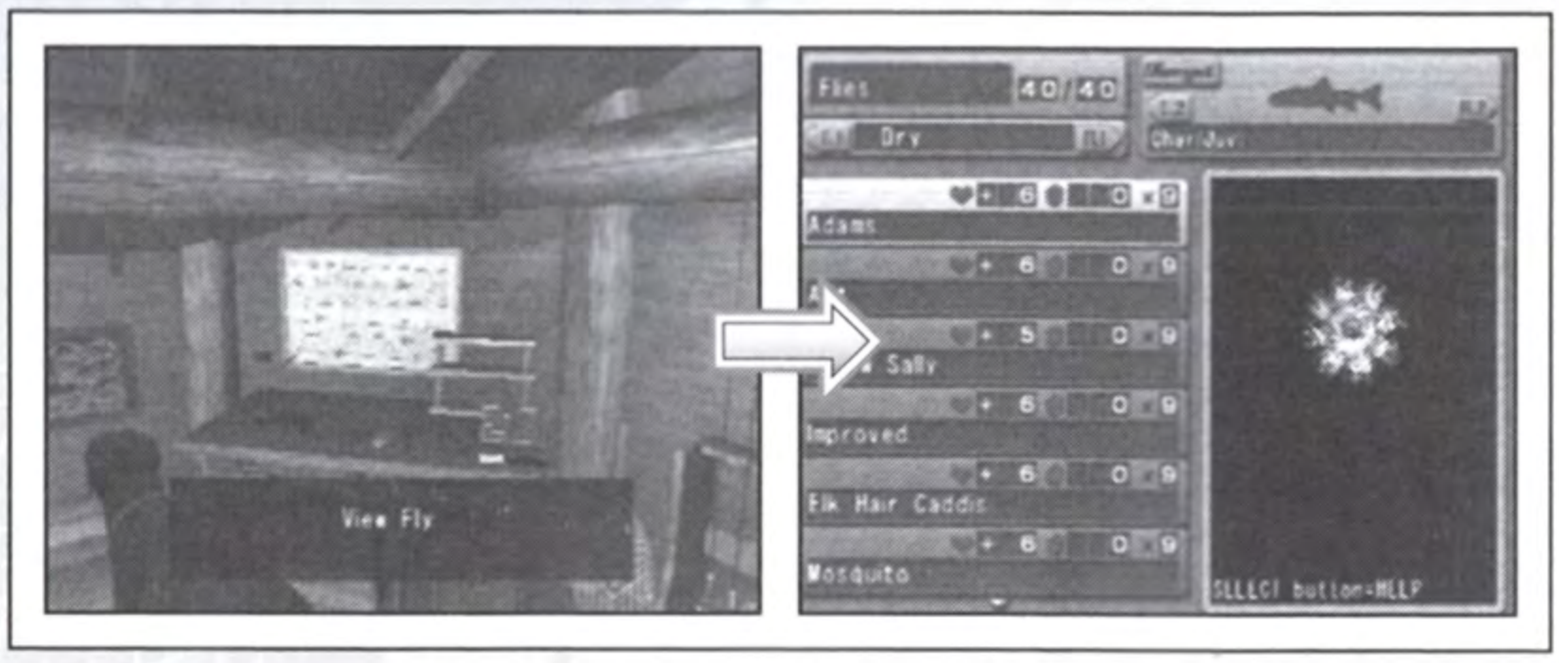
Puzzle

The dog often stares at the Tackle Room puzzle on the wall. Do you suppose that the 22 pieces were carved from dogwood? Complete all of the challenges to find every piece. Some pictures are worth a thousand words—this one is worth a thousand casts.

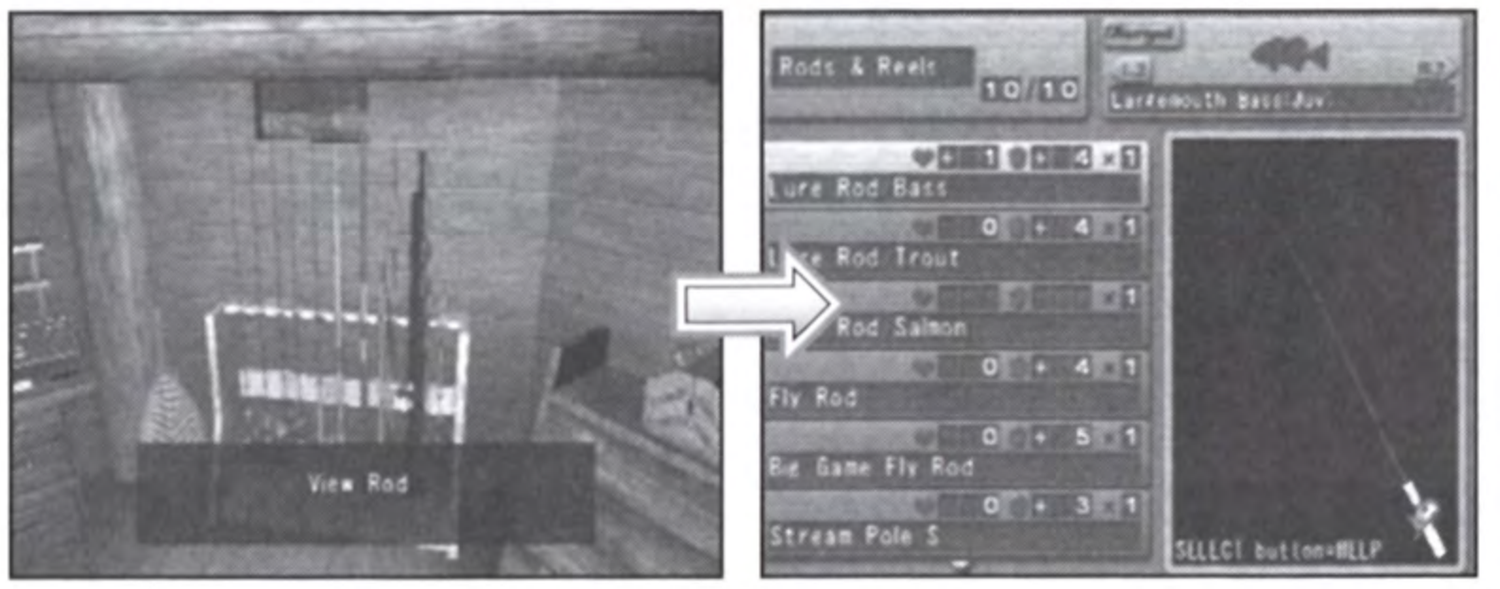


View Flies

You don't have to know how to tie a whip-finishing knot to review flies at the fly tying bench, but you'll need to catch fish with a good catch ratio to collect all forty. Flies are organized by dry, nymph, wet and streamer patterns. Press the L1 and R1 buttons to see your inventory or press the L2 and R2 buttons to learn how well a fly works against certain fish. Press the X button for more details.

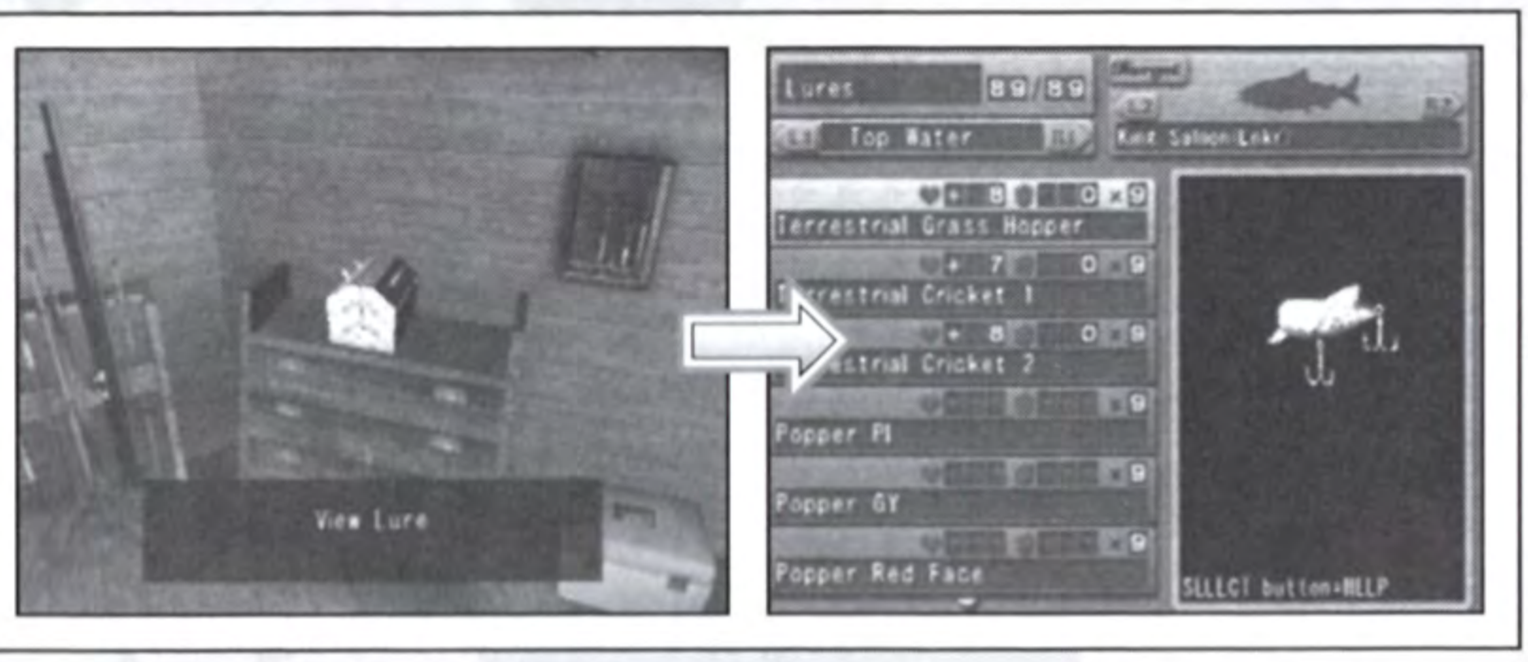


View Rods



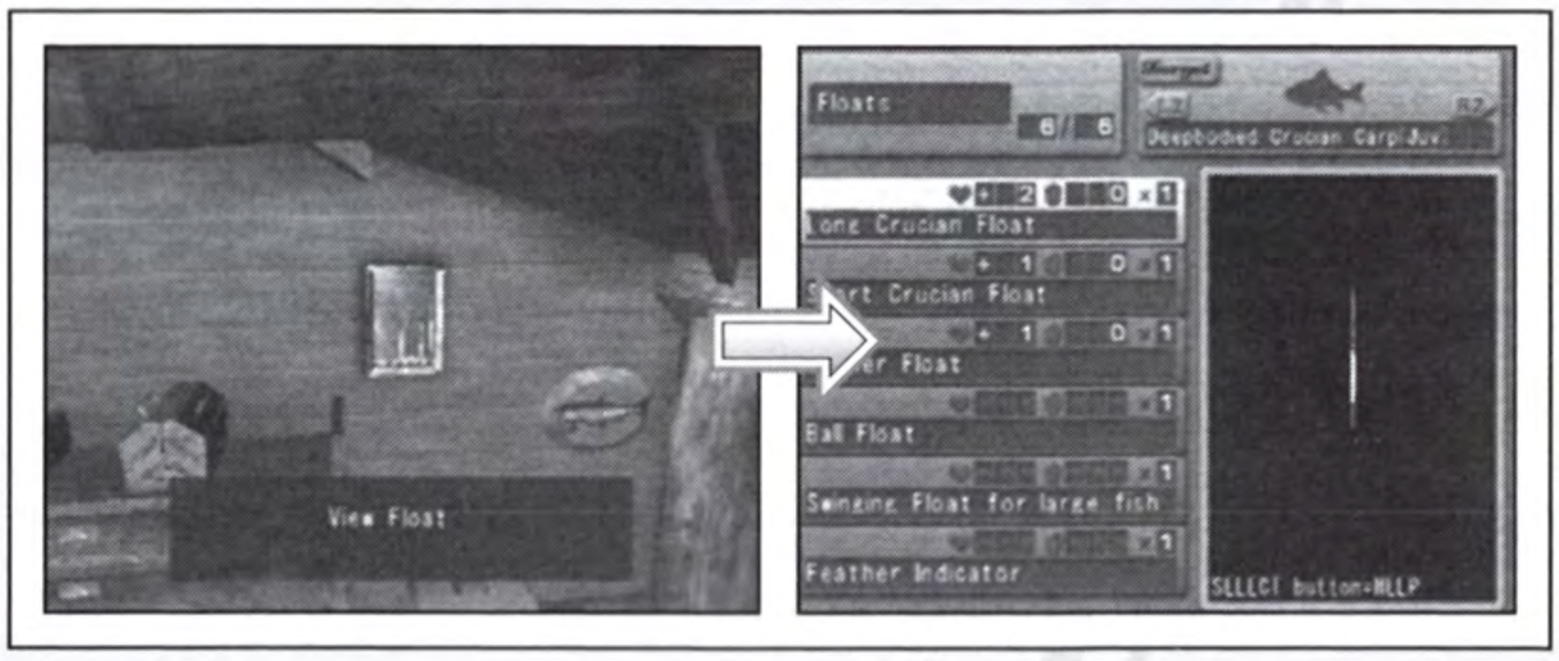
Next to the fly tying bench is a rack filled with fishing rods and poles. As you fish and explore you'll earn up to ten of these slender rigs. Fly rods and stream poles are multipurpose. Others like the Crucian Carp rod and Japanese Bitterling rod are highly specialized. Press the L2 and R2 buttons to sort through the rod ratings according to target fish. Dashes in any statistic indicate that the rod is unsuitable. You can't fish for monster Bass using a wispy bitterling rod!

View Lures



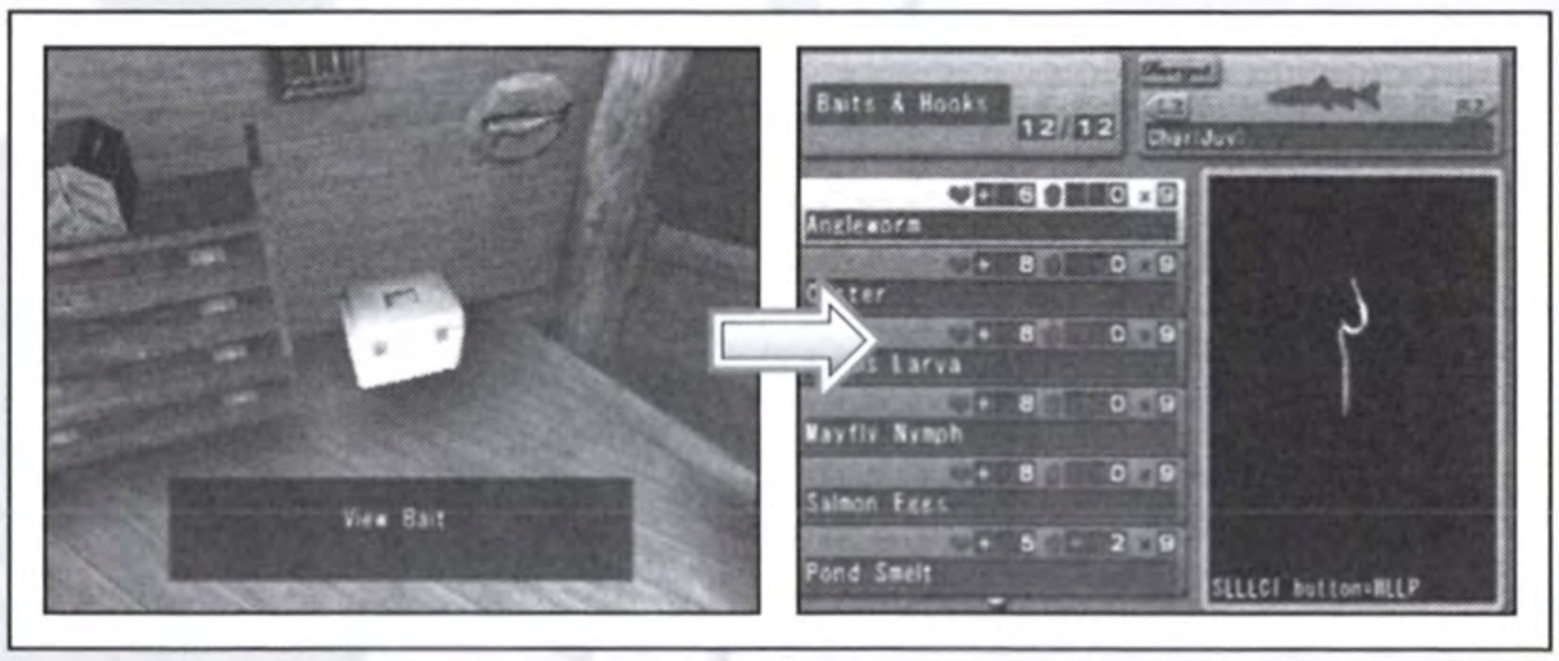
It's not uncommon for seasoned anglers to spend an entire winter afternoon organizing the lures in their tackle box. Your box in the tackle room can hold up to 89 different items! Press the L1 or R1 buttons to sort through the collection of poppers, spoons, divers and more. Press the X button to learn facts and instructions for each one. Want more lures? Catch more fish and maintain a good catch ratio. Remember to review your catch percentages after every fishing outing.

View Floats



Look on the wall near the stairs and you'll spot a small wood rack. Step closer and you'll see an assortment of colorful floats, bobbers and indicators. You can collect a maximum of six. Floats come in all shapes and sizes and are used to detect fish strikes and suspend baits or lures in the water. Suspending the bait helps increase the visibility and fish appeal. You'll automatically use one or more of these floats while bait fishing for Bass, Bluegill, Carp and more.

View Bait



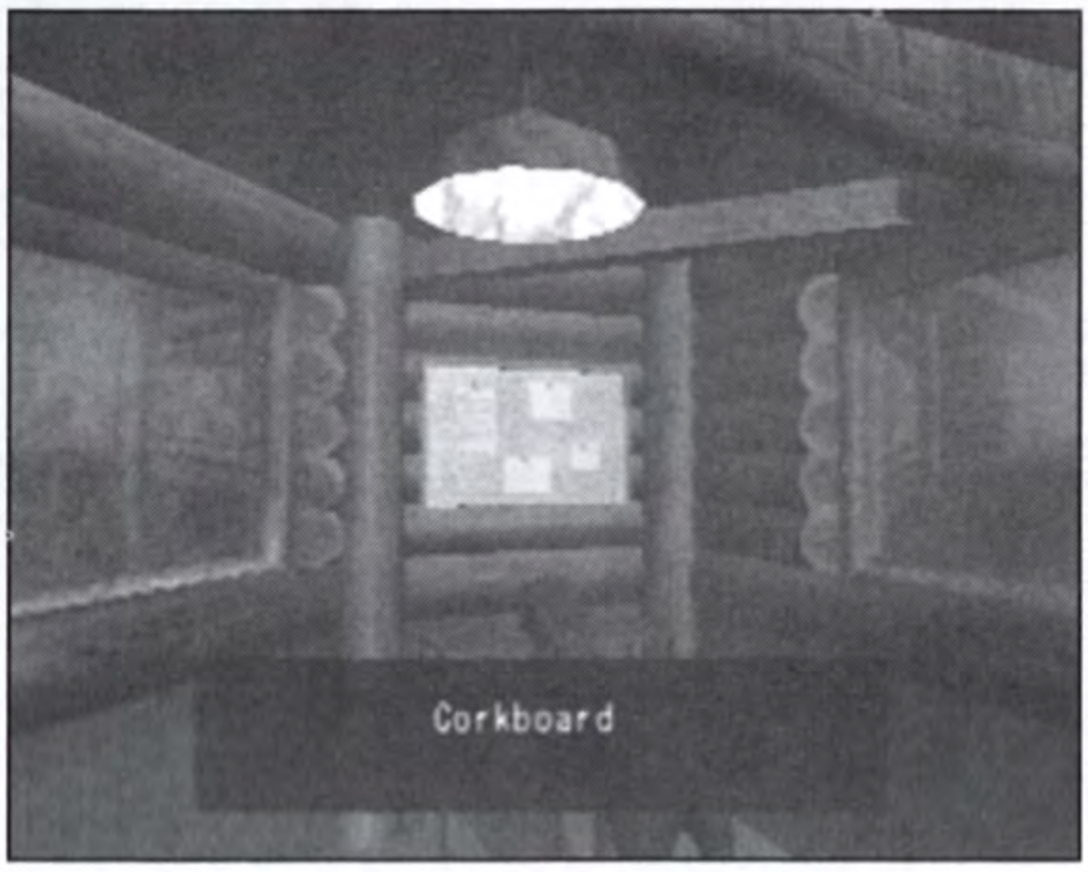
The blue-topped cooler on the floor might look laden with refreshments, but it's actually a cool dark place for worms, larva, eggs and other fish bait. There are a maximum of twelve bait types. Press the L2 or R2 buttons to scroll through the target fish and you'll notice that the bait appeal and durability scores change. Char, Trout and all Bass are aquatic connoisseurs of most of these baits, but you must match each tasty morsel to the right tackle in order to land these fish.

To the Living Room

When you're done, glance at the fish plaque on the right to return to the Living Room. If you're in a hurry, press the X button twice.

AQUA ROOM

At first glance the Aqua Room might look like a spacious aquarium for admiring your biggest catches, but this room actually serves as a special fishery. Use the Aqua Room to raise small fish and release them later in the wild. If you're lucky, you might catch one of your home-grown lunkers someday!



Aerated vs. Unaerated

All fish rely on oxygen to breathe through their gills, but some fish require more air than others. That's why there are two tanks in the Aqua Room. The aerated tank holds river fish and the unaerated tank holds fish caught in stillwaters.

Tank Capacity and Occupancy Ratio

In ideal circumstances you can raise up to ten small fish in each tank, but wild fish are easily stressed in overcrowded conditions. It's a good idea to limit the capacity, especially if you're trying to raise large healthy fish.

Fish Maturity

Think of the tanks as a temporary fish health spa—not as aquariums. It's your job to monitor your inhabitants' health and feed them regularly. Treat them right and the fish will mature into lunkers that you can release and catch again!

Fish Health

Fish health depends on several factors: How long the fish fought while hooked, the species and number of fish in the tank, and how often you get around to feeding it. Check the corkboard regularly to monitor the health of every fish.

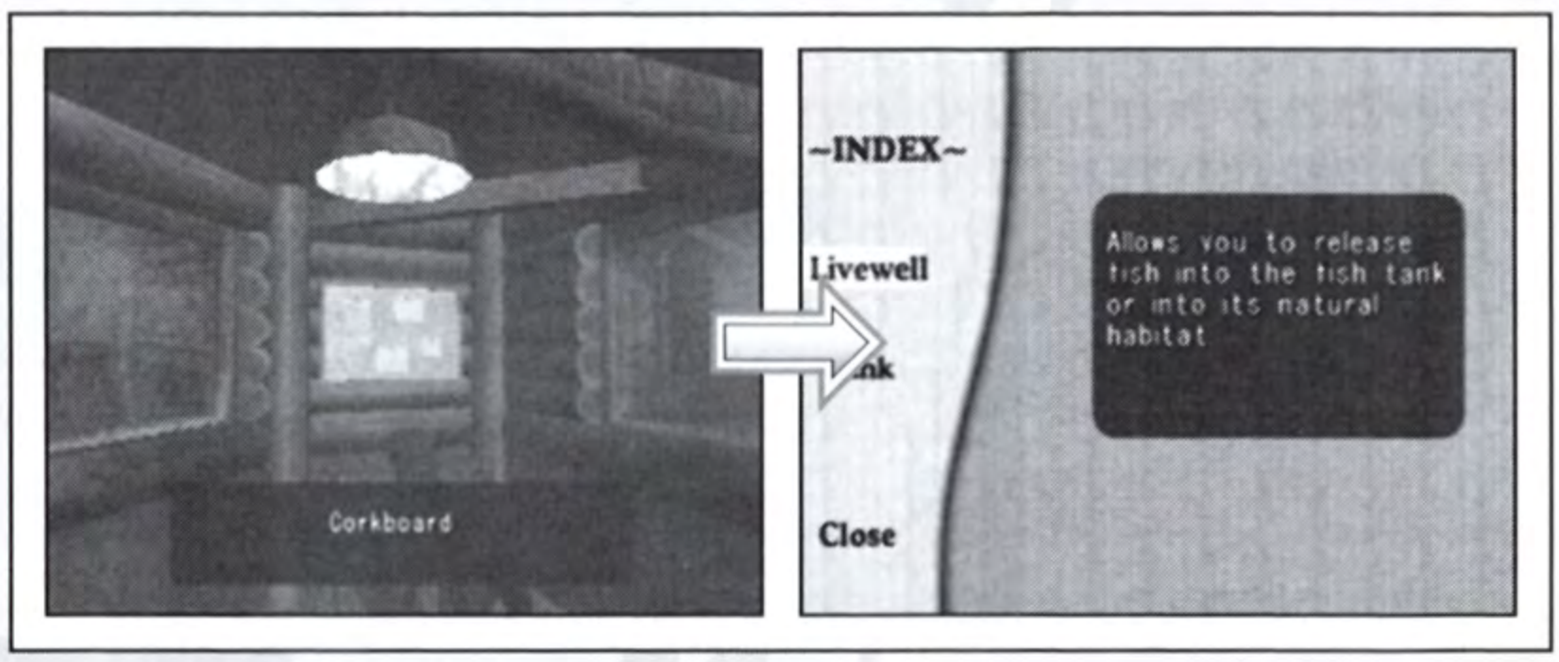
Care and Feeding

To feed your fish, look at a tank and press the Triangle button. You can also use the Target View option to individually feed the smaller fish that might not get as large a share as their larger or more aggressive companions.

Monitoring Fish Health

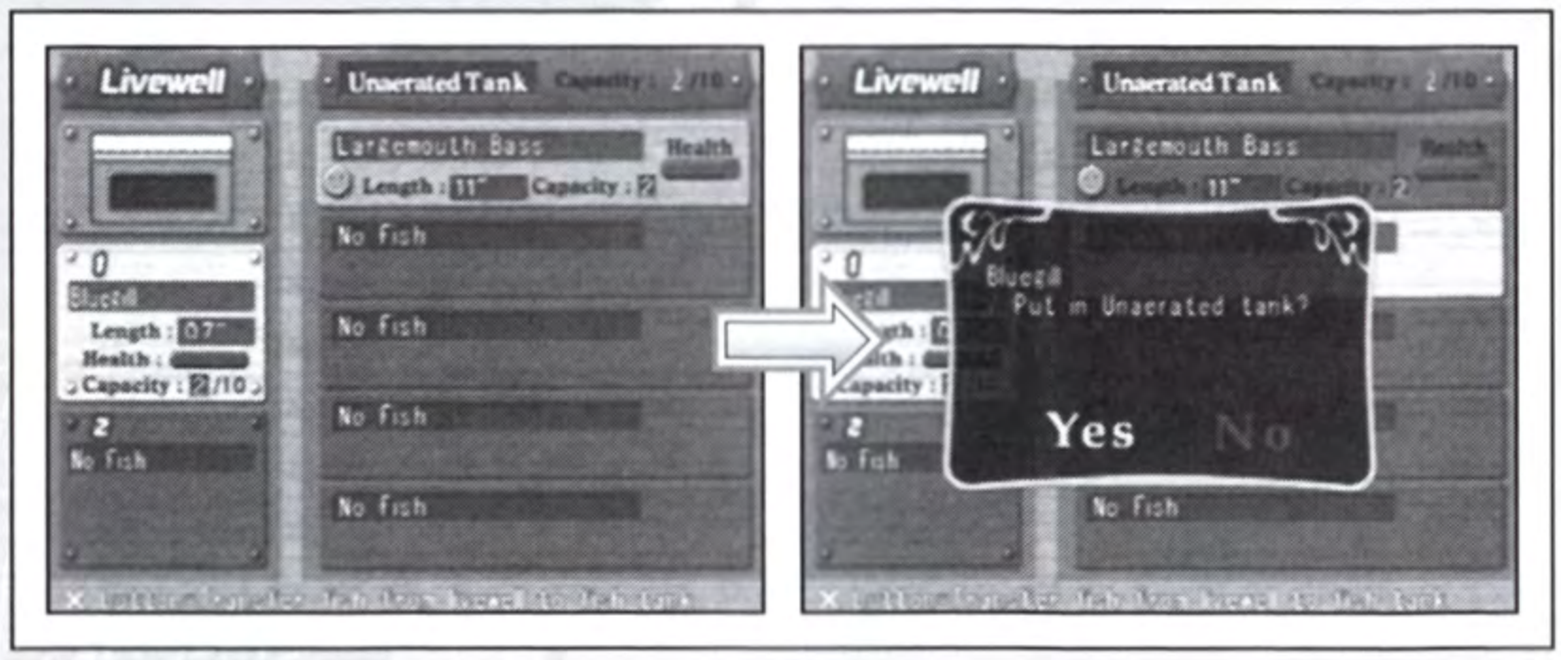
You probably guessed that you need to feed your fish regularly, but what you might not know is that it's important to pair fish with other friendly species. Fish that don't get along live in stressful and unhealthy conditions.

Corkboard



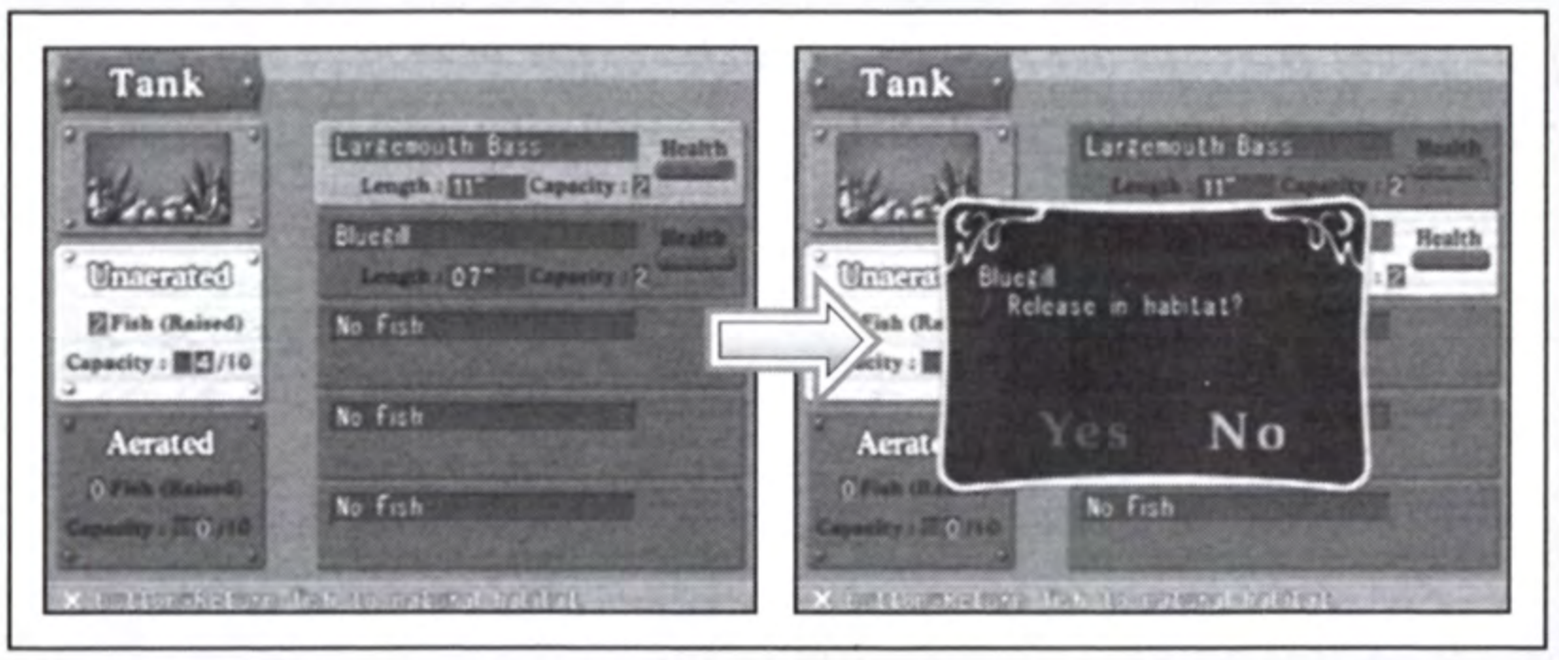
Use the corkboard in the Aqua Room to manage the fish you have caught and kept. You automatically arrive here whenever you return from fishing. Use the corkboard to transfer fish from your livewell to the tanks and to monitor the health and maturity of your current aquatic residents.

Your Livewell



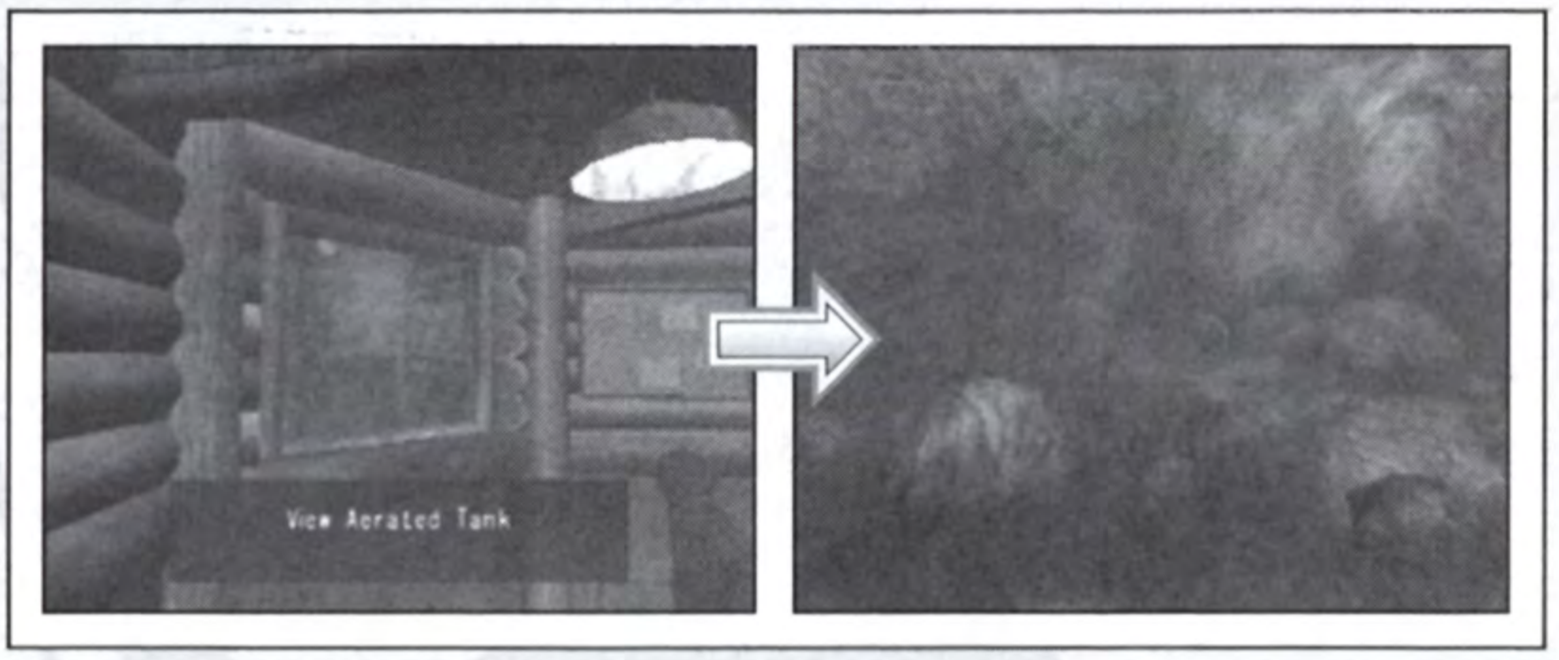
Bass anglers rely on livewells in competitions, but you use your livewell to transport fish to the Aqua Room. Your livewell can hold two fish in aerated or unaerated conditions. You can swap livewell occupants for new catches, but you must return the released fish to their habitat.

Tank



At the end of the day you can transfer livewell occupants to the two tanks in the Aqua Room. These tanks serve as aquariums where you can nurture the fish until they mature and you're ready to release them back into the wild.

Tanks: Aerated & Unaerated



There are two types of tanks. The aerated tank is built for fish that need air and live in rivers and streams. The unaerated tank is for stillwater species.

Feeding

Press the Triangle button while viewing the tank to feed your fish. Try to do this daily.

Tap

Mom probably told you not to do this, but she's not here right now. Try it!

Environmental Impact

Keep in mind that storing fish in tanks depletes your natural fishing resources. It's a good idea to eventually release the fish to maintain healthy habitats.

To the Living Room

Look up at the light above the corkboard to return to the Living Room. If you do this after fishing you'll automatically retire to bed.

STAGE REQUIREMENTS

REQ. 1
Pier
Catch any 10 fish.

REQ. 2
Yamame Mt. Stream
Catch 1 Splake.

REQ. 3
Shallows
Catch a Deepbodied Crucian Carp that is at least 12 inches.

REQ. 4
Char Mt. Stream
Catch 10 Char.

REQ. 5
Waterfall Basin
Catch 3 or 4 Char that are at least 12 inches.

REQ. 6
Woods
Catch a Florida Largemouth Bass that is at least 18 inches.

REQ. 7
Misty Cove
Catch a large Brown Trout.

REQ. 8
Old Bridge
Catch 2 large Black Carp and 2 large Silver Carp.

REQ. 9
Salmon River
Catch a Salmon.

REQ. 10
Shallows
Catch a Deepbodied Crucian Carp that is at least 18 inches.

REQ. 11
Yamame Mt. Stream
Catch a Yamame Trout that exceeds 15.5 inches.

REQ. 12
Pier
Catch a Bass that exceeds 16 inches.

REQ. 13
Char Mt. Stream
Catch 3 Char that exceed 17.5 inches.

REQ. 14
Waterfall Basin
Catch a Char that exceeds 21.5 inches.

REQ. 15
Woods
Catch a Florida Largemouth Bass that exceeds 25.7 inches.

REQ. 16
Misty Cove
Catch a Brown Trout that exceeds 30 inches.

REQ. 17
Old Bridge
Catch the Large Bighead Carp.

REQ. 18
???????
Catch the Legendary Monster Fish.

GAME PLAY TIPS

Anglers are generally reluctant to divulge the secrets to their success, but these sure-fire tips will improve any beginner's odds.

Tips for All Waters

Read the Notes on Fish

One of the toughest tasks is catching a specific fish for a specific stage. Review your letters for advices on lure choice, fish habitat and feeding times.

Patience Pays While Playing a Fish

Landing a big fish depends on timing your reeling around moments when the fish runs. Big fish often deliver reel-smoking fights that last longer than small fish. Watch line tension and let the fish run as it swims away from you.

Match the Hatch When Fly Fishing

You can't browse for aquatic insects but there is a way to match the hatch. If the fish don't take the fly after two or three casts, change your tackle or switch to another fly. Don't forget to try the wets, nymphs and streamers, too!

Sound Cues

Line Tension

Your line always sings prior to breaking. Stop reeling whenever you hear this!

Know the Slash and Dash Sounds

Stop reeling whenever you hear or see the fish struggle. Big fish often sound louder.

Visual Cues

Tiny Bubbles

A fish betrays fatigue by emitting tiny bubbles. This is your cue to reel it in before it bolts on another run. No sign of bubbles usually leads to troubles...

NOTE

Use the vibration feedback of your DualShock® Analog Controller to gauge the strength of your fish. The more you feel, the stronger the fish on the line.

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